

INTERMEDIATE BRIDGE - TIPS FOR TOPS

INTRODUCTION

The “Tips For Tops” that we are about to discuss are not meant for beginners. Neither are they intended for experts. They are meant for the intermediate player in an attempt to substantially improve his or her game.

As you might well imagine, it is virtually impossible to cover the infinite number of variables that might exist in the almost infinite number of possible card combinations. Furthermore, although most of the offensive and defensive tips covered are considered standard and basic by most, occasionally they will require a mutual partnership understanding in order to be put them into proper usage. Partner’s level of skill as well as the level of play of the opponents, and the use of playing and bidding Conventions, all factor into the possible variables effecting the tips discussed as well as how and when they are to be utilized.

If some of the tips, at first, seem too difficult to absorb, patience please!!! No memorization is necessary. My experience is that by doing nothing more than participating in the discussions that will accompany the presentation of the Tips to follow, you cannot help but begin to have a greater, deeper, and more thorough understanding of the game, and the logic behind the tips will become increasingly more familiar. In the final analysis, your ability to play the fascinating and challenging game of bridge cannot help but improve. Over the months ahead you will, without much effort, discover the realization of a perceptibly increased acumen at the game. Your understanding, appreciation, and pleasure of the game cannot help but improve over the next several years. Yes, it will take that long to cover the more than 600 tips that I expect to accumulate for presentation.

Finally, one “must”. Please be aware of the title of each series of Tips. They will be **presented by topic** and you must mentally add the title to the tip for them to make any sense. For example, if the Lesson be entitled, “When You Are A Passed Hand,” the words will not appear before each Tip. You must mentally incorporate the title as to the circumstance accompanying the Tips presented so as to complete the understanding of each item presented.

If you play a different Convention or system, are comfortable with it, and it works, by all means disregard the tip. Remember the old adage, “If it isn’t broken, don’t attempt to fix it!”.

The Tips that are to follow will be in three broad categories; (1) Bidding Tips, (2) Declarer Tips, and (3) Defensive Tips. Some ideas that will be presented will expand upon that which you already have been taught, while others will necessitate your unlearning that which you previously considered as “the law”. But, by all means, have fun, expand your mind, and improve your Bridge.

INTERMEDIATE BRIDGE - BIDDING TIPS FOR TOPS LESSON 1 THE OPENING BID -

TIPS 1-8

1. Before opening the bidding, prepare your potential rebid. Remember, unless partner makes a 1NT or a simple 2-level raise in your opening suit (both of which show a limited 6-10 HCP count), you, as opener, are obligated to make a rebid (the only other exception being if your RHO makes an overcall thereby giving responding partner another opportunity to bid). Assume partner will respond in your shortest suit - he/she usually does. If you are prepared with a reasonable rebid under the worst response scenario from partner, you will surely be prepared under better than adverse circumstances should your worst case scenario not occur. Absent this aforementioned preparation, you might be backed into a corner having to lie, err, or mislead on your rebid.

Ex: (a) AQ XX QXXXX AJXX (Open 1D)-If partner bids 1H or 1S, rebid 2C
 (b) KX XX AXXX AQXXX (Open 1C)-If partner bids 1H or 1S rebid 2C
 (c) XXX A AKXX QJXXX (Open 1D)-If partner bids 1H or 1S rebid 2C
 (d) AXX X AQJX AQXXX (Open 1C) - You are strong enough to reverse

2. Never open the bidding 1C holding a singleton or doubleton Club - ever!

3. With two 5-card suits, open up the higher ranking suit first, regardless of the strength of the hand or of the relative suit strengths. However, with specifically five Clubs and five Spades, open 1C if the Spades are weak and/or the hand is of a minimum point count; i.e., less than 16 HCP's.

Ex: (a) AX XXXXX AKJXX X (Open 1H, Prepared to rebid 2D)
 (b) AKXXX AQXXX XX X (Open 1S, Prepared to rebid 2H)
 (c) JXXXX AX X AKXXX (Open 1C, Prepared to rebid 1S)
 (d) AQXXX XX A AQXXX (Open 1 S, Prepared to rebid 3C if needed)

4. With a 4-4-3-2 hand pattern, open the preferred 1D if the hand is too strong or too weak to open NT. In the same vein, with a 4-3-3-3 or 3-4-3-3 distribution, open the hand 1C if the hand be too strong or too weak for a NT opening. Always use the preferred Minor opening rather than lie about the point count.

(a) AOX AKX AX OX (Open 1D) - To Strong for a 1NT opening
 (b) AOX AOX OX XX (Open 1D) - To Weak for a 1NT opening
 (c) AOX AOX AX XX (Open 1NT)
 (d) AXX AXX XX AO (Open 1C) - To Weak for a 1NT opening
 (e) AXX KOX AJX OX (Open 1NT)

5. With a hand strong enough to open 1NT but holding either (1) four Clubs and four Spades but no stopper in **either** red suit, or (2) four Diamonds and four Spades but no stopper in **either** alternate suit, open the preferred Minor suit rather than 1NT.

Ex: (a) AKJX XX XXX AKJX (Open 1C)
 (b) AKQX XXX AQJX XX (Open 1D) If partner responds 1H, rebid 1S
 If partner responds 2C, rebid 2S)

6. With three 4-card suits plus a singleton open 1D, unless the singleton is in Diamonds, then open 1C.

Ex: (a) AKJX QXXX KXXX X (Open 1D)
 (b) AKQX X KXXX XXXX (Open 1D)
 (c) X KQXX KQXX KJXX (Open 1D)
 (d) AXXX AXXX X AQXX (Open 1C)

7. With a broken 6-card Minor (Clubs or Diamonds) and 15HCP's, open 1NT if you have stoppers in the other three suits. Live a little!

Ex: (a) KX KX KJX AJXXXX (Open 1NT)
 (b) AX KX KQXXXX KXX (Open 1NT)

8. With a balanced hand containing specifically five Hearts and 15-16 HCP's, open 1NT not 1H. This hand usually has no convenient rebid if partner goes to the 2-level in another suit. Most rebids are usually misleading at best. (Note: The use of the Puppet Stayman Convention will eliminate this problem.) With 17 HCP's, however, open 1H.

Ex: (a) AX KJXXX AJX QXX (Open 1NT) If you had chosen to open 1H
 and partner had responded either 1S, 2C or 2D,
 you have a tough rebid problem.
 (b) AX KJXXX AQX KXX (Open 1H)
 If partner responds 1S, jump to 2NT.
 If partner responds 1NT, raise to 2NT.
 If partner responds either 2C or 2D, jump to 3NT.

INTERMEDIATE BRIDGE - BIDDING TIPS FOR TOPS

LESSON 2 THE FIRST RESPONSE - TIPS 9-17A

9. With 4-4 in the Majors, respond in the lower ranking suit (Hearts) first to a Minor Suit (Club or Diamond) opening bid. With 5-5, respond in the higher ranking (Spades) first.

Ex: (a) AJXX QXXX XX QXX (Partner opens 1C, respond 1H)
(b) KXXXX AKJXX XX X (Partner opens 1D, respond 1S)

10. With a 5-card Major suit and 5 HCP's or a 6-card Major suit with 4 HCP's, do not pass a Minor suit opening bid by partner if your RHO (the second hand) passes.

Ex: (a) QXXXX KXX XXX XX (Partner opens 1C, Respond 1S (**audibly!!**))
(b) QXX KXXXX XX XXX (Partner opens 1D, Respond 1H)

11. Partner has opened the bidding with 1C. With a 4-card or 5-card Diamond suit and a 4-card Major suit, respond in Diamonds if you have 11 HCP's or more, respond in the Major if you have 6-10 HCP's. With fewer than 11 HCP's it is possible that you will only have the opportunity of only one bid and it is, therefore, more important to mention the Major suit than the Minor. With 11 or more HCP's, you are strong enough for a second bid, and you can, thus, bid the Minor suit first and other suit later, if necessary.

(a) AXXX
XX
(b) XX
AKXX
(c) AXXX
XX
(d) QX
AKXX

KQXX XXX (Partner opens 1C, Respond 1S, not 1D)
JXXXX XX (Partner opens 1C, Respond 1H, not 1D)
AKJX XXX (Partner opens 1C, Respond 1D)
AXXXX XX (Partner opens 1C, Respond 1D)

12. With game going responding hands, respond in your longer or stronger suit first. There may be a Slam and you could wind up in the wrong suit. **Reread, reread, reread this one!**

Ex
:
(a) AKQX XXXX AJX JX
(b) XXXX AKQX XX AJX
(c) AKXXX AXXX XX
XX
(d) AXXXAKXXX XX XX
(Partner opens 1D,
Respond 1S)
(Partner opens 1C, Respond 1H)
(Partner opens 1D, Respond 1S)
(Partner opens 1C, Respond 1H)

13. In some systems a two-over-one response is a game force. In others, it promises one more bid. In still others, it does not promise another bid if partner makes a minimum rebid. It is essential for a partnership to know which one of these methods, forcing or not,

you and your partner are playing.

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14. A direct **natural** response of either 2NT or 3NT **denies** a singleton. A 1NT response may contain a singleton - yes, even a void.

Ex: (a) X AKXX KJXX
AXXX

(b) AX
KXXX
AXXX
XXX

(c) AKX AXX KXXX
XXX

(d) - KXXX QXXXX QXXX (Partner opens 1S, Respond 2C) Do not even think about bidding 2NT, you can always bid NT later, if necessary.
(Partner opens 1S, Respond 2NT)
(Partner opens 1C, Respond 3NT)
(Partner opens 1S, Respond 1NT)

15. With a 4-3-3-3 distribution and 6-7 HCP's plus 3-card support for partner's Major suit opening, respond 1NT rather than supporting partner. With the same distribution and 8-10 HCP's raise partner to the 2-level. However, if **all** of your points are in partner's suit, raise regardless.

Ex: (a) QXX JXXX QXX
QXX

(b) AQ XXXX XXX
X XXX

(c) XX KQX AXXX
X XXX

(Partner opens 1H, Respond 1NT in order to slow the auction down with this piece of cheese.)
(Partner opens 1S, Raise to 2S, all of your strength is in partner's suit.)
(Partner opens 1S, Raise to 2S, is more encouraging than 1NT.)

16. A 2-level Club or Diamond response to a 1 Spade opening bid by partner can be made on as few as four pieces. A 2H response to a 1 Spade opening bid by partner, however, promises five or more pieces and **cannot** be made on as few as four pieces.

Ex: (a) O AXX AKX (Partner opens 1S, Respond 2C)
(b) A XXX XXX (Partner opens 1S, Respond 2D)
(c) A KXXXX KOX (Partner opens 1S, Respond 2H)
(d) A AXXX AXX (Partner opens 1S, Respond 2C, not 2H)

17. In competition, any response by opener's partner promises at least a 5-card suit due to the presence of an overcall by responder's RHO. In addition, in order to respond with a new suit at the 2-level, responder must have at least 11 HCP's. With only a 4-card suit and/or less than 11 HCP's, responder must use the "Negative Double" in lieu of an inadequate response with either a 4-card suit, or fewer than 11 HCP's, or both. In the following examples, partner has opened 1S and your RHO has overcalled 2D:

Ex
:

(a) XX AQXXX XX
KQXX

(b) XX KQXX XXX
AKXX

(b) XX KQXXX XXX AKX (Respond 2H, You have a 5-card suit and the requisite 11 or more HCP's.)
("Double" (negative) - You have the requisite 11 or more HCP's but only a 4-card Heart suit.)
("Double" (negative) - You have the requisite 5-card suit but not the required 11 or more HCP's.)

-4A -

17A

Under usual circumstances, when partner opens a Minor suit (Clubs or Diamonds), and you, as

Responder, are faced with an overcall of a Major suit (Hearts or Spades) by your RHO, a double (Negative) by you as Responder evidences a 4-card holding in the alternate Major suit.

Ex. Bidding has proceeded: a) 1C 1H Dbl. (Shows 4 Spades)

(AQXX XX XXXX KXX)

or: b) 1D 1S Dbl. (Shows 4 Hearts)

(XXX KQXX XX AKXX)

Previously we had spoken about circumstances when partner opens 1C, and you, as Responder, are faced with an overcall of 1D by your RHO, that a double (Negative) by you, as Responder evidences a 4-card holding in both Major suits, or at the very least, 4 of one and 3; i.e., tolerance, for the other.

Ex. Bidding has proceeded: c) 1C 1D Dbl.

(AQXX XXXX XX JXX)

or: (XXXX AQX XX QXXX) or:
(QXX XXXX KXX XXX)

In the specific circumstance when partner opens 1C, and you, as Responder are faced with a 1D overcall by your RHO, a double (Negative), by you as Responder, evidences a holding of 4 cards in both Majors, or at least 4 of one and 3; i.e., tolerance, for the other. Absent that holding, a bid of 1H or 1S by you, as Responder, can be made with as few as a 4-card holding in only one of the Majors; 5 cards in the bid suit are not needed.

Ex. Bidding has proceeded: d) 1C 1D ??

With: AXXX KXXX X XXXX (Double [Negative])

choice X AXXX XXXXX AXX (Bid 1H [Note: previously you
would have had no other
but to pass])

choice KXXX XX XXXXX AX (Bid 1S [Note: previously you
would have had no other
but to pass])

Remember, this is only used when Responder is faced with a 1D overcall by his/her RHO subsequent to partner having opened 1C.

Note: If you and partner subscribe to this understanding, Opener must presume that Responder has only a 4-card Major suit, just as if there had not been any previous overcall by Responder's RHO, until proven otherwise to the contrary.

INTERMEDIATE BRIDGE - BIDDING TIPS FOR TOPS

LESSON 3

OPENER'S REBID - TIPS 18-31A

18. After any 2-level response from partner, a new suit by the opener is forcing. After a 1NT response from responder, a new suit is **not** forcing.

Ex: (a) AKJXX X KXXX AXX (You open 1 Spade, partner responds 2C.
What is your Rebid? [2D] Forcing)
(b) J AXX KQXXX AXXX (You open 1 Diamond, partner responds 1S
What is your Rebid? [2C] Not Forcing)

19. After partner raises opener's first bid suit, any new suit bid by opener is forcing. Bidding on in a secondary suit after partner raises you does not mean you are running from the agreed-upon suit, but rather that you are either seeking a no trump contract with a holding of 16 or more HCP's, else are cue-bidding Aces exploring for Slam.

Ex: (a) XX AQX AX AKXXXX (You open 1 Club. Partner raises to 2C.
Bid 2H forcing. If partner bids 2S evidencing a
Spade stopper, you can bid 3NT else return to 3C.
If partner alternatively rebids 3C you can pass.)
(b) AKQXX AXXX XX AK (You open 1 Spade. Partner raises to 3S.
Bid 4C showing first round control of Clubs. If
partner bids 4D you can go to 6S. If partner returns
to 4S denying first round control of Diamonds, you
can pass .

20. Avoid re-bidding **weak** 5-card suits. Look for something else as an alternative.

Ex: (a) KX AKX XXX KXXXX (You open 1C. Partner responds 1D/1H/1S.
Rebid 1NT, not 2C, your Club suit is too weak.) (b) XX
AXX XXX AKQXX (You open 1C. Over partner's 1D/1H/1S
rebid 2C, your 5-card Club suit is strong.)

21. With a minimum hand and a 2-2-5-4 distribution, open 1D and rebid 2C over a Major suit response. However, if the Major suit doubletons are strong, rebid 1NT.

Ex: (a) XX KX AJXXX KQXX (Open 1D. Over partner's 1H/1S, rebid 2C.)
(b) AQ KX QXXXX KXXX (Open 1D. Over partner's 1H/1S, rebid 1NT.)

22. With a 3-1-5-4 or a 1-3-5-4, open 1D. If partner responds in your singleton suit, rebid 2C, not 1NT.

Ex: (a) Q AXX QXXXX AKXX (Open 1D. Over partner's 1S, rebid 2C.)

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23. A jump shift followed by a simple return to partner's original suit shows 3-card support, not four.

Ex: (a) AQX X AQXXX AKXX

North (You)

1D 3C 3S

South (Partner) 1S 3D

24. Anytime you skip over two suits, including No Trump, to rebid your original suit, you show a 6-card suit.

Ex: (a) AX XX QXX AKXXXX

North (You)

1C 2C

South (Partner) 1D

25. Rebidding a suit three times tends to show a 7-card suit, or, at the very least, a strong 6-carder. Such a bid is non-forcing and implies a 7-card suit with a weak opening bid.

Ex: (a) X AJXXXXX QJX QX

North (You)

1H 2H 3H

South (Partner)

1S 2NT

26. With three 4-card suits and a singleton Diamond, open 1C and rebid 1H over a 1D response from partner. If you rebid 1S, you erroneously deny having four Hearts. If partner has four Spades, you'll hear about it momentarily.

Ex: AJXX XXXX X AKJX (Open 1C, and rebid 1H over a response of 1D.)

27. With a 5-4-4-0 distribution, open 1 Spade. If partner responds 2C, your void suit, rebid 2H, **not 2D**. If you respond 2D, you deny four Hearts.

Ex: AJXXX KXXX AKXX - (Open 1S, over partner's 2C response, rebid 2H.)

28. Holding a 5-5 Major suit distribution, having partnership game values, open the higher ranking suit first, then rebid the lower ranking suit ***twice - even after partner gives you a preference to your first suit.*** Ex: Opener (You) Responder Opener

Responder

KXXXX
AKXXX
AX
X

AJ
QXX
KQXX
JXXX

1S
3H
4H

2NT
3S
Pass

Responder is allowed to prefer Spades with a strong doubleton rather than rebid 3NT with weak Clubs or Diamonds. Responder does not know whether opener's Hearts are four or five pieces. However, when opener rebids the Hearts, showing five, responder accepts the 4-Heart contract with responder's 2-3 Spade-Heart holding.

29. In a similar vein, holding a 5-4 Major suit distribution, having possible partnership game values, do not insist upon your 5-card suit ***even after a preference***. Partner already knows you have 5 Spades, and should he/she have only 2 Spades, 2NT or 3NT are better contracts.

Ex:	Opener (You)	Responder	Opener	Responder
	KQXXX AJ		1S	1NT
	AXXX	QXX	2H	2S
	AK KXXX		2NT	3NT JX
	XXXX			

After hearing 2H, responder returns to a 5-2 fit rather than to accept a possible 4-3 Heart fit, initially believing opener to have a minimum 13 HCP hand. Opener knows, absent an initial support of Spades, that responder does not have 3 Spades, and ,thus, with a better than a minimum hand, opener corrects to 2NT. Now knowing there is game, Responder continues to 3NT.

30. Now that you are getting the hang of this, consider this. Holding a 5-4-3-1 distribution, and assuming you to be strong enough, consider the possibility of bidding in order you 5-card, 4-card, and then even your 3-card suit. What fun!

Ex:	<u>Opener</u> (You)	<u>Respond</u> er	<u>Opener</u> Responder
	AQX	KX	1S 1N
	XX	XXX	2 T
	AJX	XX	D 2S
	AKX	XX	3 4H
	X	AJX	H

By first rebidding 2D, opener denies having 4 Hearts (see Tip # 27).

By first rebidding 2D, opener denies having 4 Hearts (see Tip # 27). By next rebidding Hearts at the 3-level, you complete the picture of your hand; i.e., a maximum 17-18 HCP and a 5-3-4 holding. Partner gets the message, raises to 4H and you are in the right contract.

31. Bidding twice opposite a silent partner shows extra values (15-17 HCP minimum).
Bidding three times opposite a silent partner shows a hand in the 18-20 HCP range.
Bidding four times opposite a silent partner hints strongly of a death wish.

- 31A. The normal procedure for bidding a 6-4 distribution is 6,4,6.

Ex: KQXX AX X KQXXXX - (Open 1C, over partner's probable 1D or 1H, Rebid 1S with intent to bid Clubs once more at the next opportunity, unless, of course, partner supports your Spades.)

LESSON 4

RESPONDER'S REBID - TIPS 32-43

32. Return preference to a Major suit after an initial 1NT response usually shows a doubleton.

Ex:	South (You)	North (Partner)
	1H	1NT
	2D	2H (Showing a doubleton)

33. If a 1-level responder wishes to sign-off thereby showing a weak hand (6-9 HCP's), the weak bids to evidence this are, pass, rebidding responder's original suit, returning to opener's original suit at the cheapest level, or 1NT.

Ex:	South (You)	North (Partner)
	1D	1H
	1S	? ?

- (a) XX KQXXXX JX QXX (Rebid 2H showing a 6-card suit, or at the very least a strong 5-carder.)
 (b) XX KXXXX XX QJXX (Rebid 1NT. Do not even think of rebidding those lousy Hearts.)
 (c) X AXXXX QXXX XXX (Return to 2D.)
 (d) QXX KJXXX X XXXX (Pass)

34. One level responding hands in the 11-12 HCP range are expected to make invitational rebids after opener makes a minimum rebid. These invitational rebids include: 2NT or at the 3-level and suit that has already been bid.

Opener Responder

(a)	1D	1H	
	1S	2NT	(11-12 HCP's, not forcing)
(b)	1D	1H	
	1S	3H	(10-12 HCP's, a 6-card suit, not forcing)
(c)	1D	1H	
	1S	3D	(11-12 support points, invitational)
(d)	1D	1H	
	1S	3S	(11-12 support points, <u>invitational</u>)

35. After a one-level response. Holding game-going values, rebid game if a major suit fit has been uncovered, game in an independent Major suit, or 3NT. Do not bid 2NT with such a hand since, as in # 34 above, 2NT would be invitational and not forcing.

Ex:	South (You)	North (Partner)
	1D	1H
	1S	? ?
(a)	XX AKJXXXX KX XX	(Rebid 4H; 3H is not forcing)

(b) A Q X X A Q X X X X X X (Rebid 4S; 3S is not forcing)
(c) X X X A K X X X X A Q J X (rebid 3NT; 2NT is not forcing)

36. When a one-level responder wants to be in game, but does not know which game, a new suit should be bid in order to continue to force the bidding. If this new suit is the fourth suit, the bid may be completely artificial, and usually evidences a 5-card first-bid suit. FOURTH-SUIT FORCING BIDS ARE ALERTABLE.

Ex: AX AKJXX JXXX XX

North (Partner) South (You)

1D

15

1H

"2C"

After partner's 1S bid, you are sure that game is likely, although you are uncertain whether this hand belongs in Hearts, Diamonds, or even NT. "2C" is fourth-suit, alertable, and forcing. It enables responder to find out more about opener's hand. Partner will now support Hearts with 3- pieces, will bid NT with a Club stopper, or will return to Diamonds holding 5 pieces. (Note: a 3-level jump to 3D or 3H by responder would not have been forcing (Tip #34).

- 37.** After fourth suit, any subsequent rebid by the responder at the 3-level is game forcing, and any subsequent rebid at the 2-level is invitational.

Opener Responder

Opener

Responder

$$\frac{1}{1D \ 1H}$$

1D

1H

1S "2C"

1S

"2C"

2NT 3C/D/H/S (Forcing)

2D

2H/S/NT (Invitational)

- 38.** Raising a second suit promises 4-card support.

Opener Responder If opener does not have four Clubs he/she 1H 1S

better have a pretty good reason to not; like:

2C

3C

"Sorry partner, I had one of my Spades mixed up in my Clubs!"

39. A direct response of 2NT (following a Major suit opening) not only shows 13-15 HCP's, but specifically ***denies a singleton***, as opposed to a 2NT rebid, which evidences 11-12 HCP's and ***does not deny a singleton***.

Ex: (a) KQX KX AXXX QXXX North (Partner) South (You)

1H

2NT

(13-15 HCP'S & denying a singleton)

(b) KQX KXXXX X KXXX North (Partner) South (You)

1D

15

1H

2NT

(11-12 HCP'S & a possible, not guaranteed, singleton)

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LESSON 5

THE JUMP SHIFT BY THE RESPONDER - TIPS 44-48

44. Think of a Jump Shift by Responder as a Slam invitation. Having 19 or more HCP's opposite an opening bid, Slam is probable, and it is up to the Responder to push towards that goal.
45. With Responder having 19 or more HCP's opposite an opening bid, Slam is likely unless:
- (1) The hand is misfitted.
 - (2) Two cashable Aces are missing; i.e., no voids are present nullifying a missing Ace.
 - (3) You have a worthless doubleton; i.e., two quick losers in one side suit.
 - (4) You are missing one Ace plus the King of Trumps.
 - (5) You have an 8-card Trump fit and are missing one Ace plus the Trump Queen.
 - (6) ***You have seen partner's play before and must mentally subtract one trick.***
46. A Jump Shift by Responder evidences 19 or more HCP's plus one of the following types of hands:
- (1) A one-suited hand with 6 or more cards in the suit. (AQJXXX AX AQX KX)
(Partner opens 1H, Respond 2S, intending to rebid the suit.)
 - (2) A hand with 4 or more cards in partner's suit. (AKXX AQXXX KX KX)
(Partner opens 1S, Respond 3H, intending to return to Spades.)
 - (3) A balanced hand with a 5-card suit. (AKJXX AX AJX KXX)
(Partner opens 1H, Respond 2S, intending to rebid No Trump.)
47. Do ***not*** jump shift with a 2- or a 3-suited hand (unless one of the suits is partner's) regardless of the strength of the hand. By keeping the bidding space open you have the timing and the room to find the best spot in which to play; and the bidding will remain open simply by your continuing to force the by means of bidding a new suit until the denomination (suit or No Trump) of the final contract has been established.
- Ex. (a) AKXX AQXX X AQXX (Partner opens 1D, Respond 1H. You do not have any of the three types of hands partner will be expecting if you jump shift. Discipline !!!)
(b) AKXX AKXXX AJX X (Partner opens 1C, Respond 1H. Patience !!!)
48. A Jump Shift can be made on a 4-card, yes even on a 3-card suit providing responder has strong support for opener's first suit and manifests the responsibility of later taking control of the hand.

Ex. (a) AX X AKQX AQXXXX (Partner opens 1C, Jump to 2D. This hand would otherwise be difficult to describe if you begin by responding 1D.)

(b) AKX QJXXX AQX KX (Partner opens 1H, Jump to 2S.

LESSON 6

WHEN PARTNER MAKES A JUMP SHIFT - TIPS 49-53

49. Regardless of the strength of your opening bid, it generally pays to make a minimum rebid allowing partner to describe his/her hand as to which of the three types of jump shift it be; i.e., a single suited 6-card or better hand, support for you, or a balanced hand.

You hold: AX XX KJX AQJXXX South(You) North (Partner)

1C 2H

?? (Although there is a certain Slam or even a Grand Slam, bide your time with a 3C rebid. Give as much room as is possible for partner to describe which of the three types of jump shifts he/she holds.)

50. If you do Jump in your opening suit, it does not show extra values, it shows solidarity.

You hold: X AKQJXX QXX XXX South(You) North (Partner)

1H 2 S

?? (Jump to 4H to show a solid suit.)

51. Do not rebid any suit that does not have an Ace or a King. Partner, by virtue of his/her jump shift, does not have a second suit (see Tip # 47). Partner is more interested in where your strength is located.

You hold: KXXXX AKX QXXX X South(You) North (Partner)

1S 3C

?? (Rebid 3H rather than 3D. Partner cannot have 4 Hearts, so there is no chance for a mix-up.)

52. Before leaping into 4NT (Blackwood) it pays for the partnership to set the Trump suit, if at all possible.

You hold: KJXX X AKXXX KXX South(You) North (Partner)

1D

2 S

?? (Rebid 3S thereby setting the suit before either player plunges into Blackwood.)

53. Whichever partner takes control of the hand on the way to Slam, the controlling partner should NEVER utilize any Ace-asking Convention (Blackwood or Gerber) when holding a void and/or a worthless doubleton. To do so may result in the answers received from Gerber or Blackwood, worthless. Alternatively, cue-bidding should be used by the controlling partner, and even then, only after the Trump suit is set (See Tip # 52).

LESSON 7 WHEN YOU OVERCALL - TIPS 54-60

54. A reasonable minimum for a one-level overcall is a 5-card suit and at least 8 HCP's. If you are timid and desire greater security as to the validity of your overcall; i.e., a self-imposed

structured rigidity, then the suit with which you overcall should have a suit quality of 7 (One point for every card in the overcall suit + one point for every card 10 or above). In the following, 1D has been bid by the dealer, your RHO.

Ex: (a) XX AQXXX XXX QXX (Overcall 1 Heart)
(b) XX AXXXX QXX QJX (Pass)

55. A reasonable minimum for a two-level overcall is at least 10 HCP's with a 5-card or longer suit. If the hand does not have at least one Ace or one King outside of the main suit, chances are you have a weak jump (pre-emptive) overcall instead. In the following, 1C has been bid by the dealer, your RHO.

Ex: (a) AX XX AQJXXX XXX (Overcall 1D) - An outside Ace is present. (b) XX JXX AQJXXX QX (Overcall 2D) - no outside Ace or King.

56. Fourth seat overcalls frequently depend upon the strength of your RHO's response when there has been a previous opening bid by your LHO. If your RHO has made a two over one response,

BEWARE! The opponents are in a power auction scenario, and your bid should only be made with

a

strong suit to help direct a lead from partner and/or to suggest a sacrifice. Forget points, you are out gunned. The opponents figure to have at least 23 or more HCP's between them.

West	North	East	South (You)
1S	P	2C	???

Ex: (a) KJX AQXXX AXX JX (Pass - Your suit is seedy, you have losers galore, remember Spades were bid by your LHO, and besides, partner figures to have 2-3 HCP's, at most.)

(b) X KQJXXX QXXX XX (Bid 2H - After a two over one start by your opponents, a fourth seat overcall should be thought of as a weak jump overcall pointing towards a possible sacrifice or else lead directing.)

57. Conversely, if responder makes a weak response. Particularly a single raise in opener's suit, loosen up. Your overcall can be made, even at the 2-level, with as few as 9 HCP's.

West	North	East	South (You)
1H	P	2H	???

Ex: AKQXX XX XXX XXX (If opener passes, partner can place the opponents with 18-21 HCP's at best, and will know your strength within a point or two.)

58. A Jump Overcall of "2NT" is "unusual", showing 5-5 or longer in the two lower-ranking suits. The range is anywhere from 7-11 HCP's. With greater strength one could, alternatively, bid both suits (the higher ranking suit first); i.e., giving partner a choice.

Ex: (a) Your RHO opens with 1H/1S and you hold: X X AXXXX KXXXX
(Overcall "2NT", "Unusual" for the Minors (two lower-ranking unbid.)

(b) Your RHO opens with 1C and you hold: X KJXXX AJXXXX X
(Overcall "2NT", "Unusual" for D/H (the two lower-ranking unbid.)

(c) Your RHO opens with 1D and you hold: X AKXXX XX KQXXX
(Overcall 1H, intending to rebid Clubs later.)

59. A vulnerable two-level overcall should approximate an opening bid. A non-vulnerable two-level overcall need not be as strong. One Heart has been bid by the dealer, your RHO.

Ex: (a) AX XX KJXXXX QXX (Pass vulnerable, overcall 2D non-vulnerable.)

(b) AX XX AQXXXX QXX (Overcall 2D at any vulnerability.)

60. Michael's (either 2-way or 4-way) Cue-bid overcalls are used to describe a 5-5 or longer distribution with as suit specificity as follows: 1C "2C" = Hearts and Spades
1D "2D" = Hearts and Spades (2-way) 1H "2H" = Spades and an Unspecified Minor 1S "2S" = Hearts and an Unspecified Minor (4-way)

The conventional wisdom is that such cue-bid overcalls should be used with either very weak (0-10 HCP's) **or** very strong (16 or more HCP's) two-suiters. With an intermediate HCP range (11-15 HCP's) it is recommended to bid both suits yourself, the higher ranking suit first.

Ex: (a) Your RHO opens with 1C and you hold: QXXXXX KXXXX X X
(Overcall "2C", "Michael's" for the Majors accepting partner's choice of the two without any further bidding by you (WEAK).)

(b) Your RHO opens with 1D and you hold: AKXXXX AKQXX X X (Overcall "2D", "Michael's" for the Majors. After partner's choice of H/S, you would cue-bid Diamonds once more to evidence (VERY STRONG).)

(c) Your RHO opens with 1C and you hold: AKXXX AXXXXX XX - (Overcall 1S with intent of rebidding 2H giving partner a choice of H/S (INTERMEDIATE).)

LESSON 8

WHEN PARTNER OVERCALLS - TIPS 61-66

61. A single raise of partner's overcall is equivalent to a single raise of an opening bid; i.e., 6-10 HCP's and at least three pieces for partner's (5-card) bid suit.

<u>West</u>	<u>North(Partner)</u>	<u>East</u>	<u>South (You)</u>
1H	1S	2H	???

Ex: AXX XX KXXX XXXX (Raise partner by responding 2S.)(9 Losers)

62. Jump raises in partner's overcall suit are preemptive. They promise at least 4 pieces of partner's overcall suit with fewer points (3-5 HCP'S) than would otherwise have been evidenced by a simple raise as in Tip #61.

<u>West</u>	<u>North(Partner)</u>	<u>East</u>	<u>South (You)</u>
1H	1S	2H	???

Ex: AXXX XX JXXX XXX (Jump-Raise partner by responding 3S.)(10 Losers) AJXXX XX
 XXX XXX Do not make the sissy bid of 2S. Your team is
 never going to buy the contract for 2S anyway, and so you
 might as well attempt to pre-empt the opponents, while, at
 the same time, informing partner of the situation.)

63. With primary (4 Pieces) support for partner's overcall suit and a hand too strong for a single raise, cue-bid the first bid suit of the opponents inviting partner to game. A CUE-BID IS THE ONLY **FORCING** BID THAT CAN BE MADE BY A RESPONDER TO AN OVERCALL.
 No other bid is forcing.

A cue-bid, therefore, is a stronger raise in partner's overcall suit than a simple raise would be.

<u>North(Partner)</u>	<u>East</u>	<u>South (You)</u>
1H	1S	???
AQXXX (Cue-bid "2D", <u>the first bid suit by the opponents,</u>		

West 1D

Ex: X KJXX JXX

INTERMEDIATE BRIDGE - BIDDING TIPS FOR TOPS

evidencing 11-12 HCP's (8 Losers) inviting partner to game.)

64. If partner overcalls with a Major suit, do not change suits if you have support for that Major. A change to any other suit, Minor or Major, would evidence lack of support for partner's suit and is not forcing.

<u>West</u>	<u>North(Partner)</u>	<u>East</u>	<u>South (You)</u>
1C	1H	2C	???

Ex: (a) XX JXX AKXXX XXX (Bid 2H, 2D would deny support for Hearts.)
 (b) AKXXX QXX XXX XX (Bid 2H, 2S would deny support for Hearts.)
 (c) AQXXX X KXXX XXX (Bid 2S, denying support for Hearts.)

65. If partner overcalls with a Minor suit, a change to a Major suit by partner does not deny support for the overcall suit. It does, however, guarantee at least a 5-card, or better, Major suit.

<u>West</u>	<u>North(Partner)</u>	<u>East</u>	<u>South (You)</u>
1C	1D	2C	???

Ex: (a) XX AJXXX XXX KXX (Bid 2H, does not deny Diamond support.)
 (b) AKXXX QXX X XXXX (Bid 2S)

66. Know your HCP ranges when it comes to bidding no trump in response to a 1-level overcall by partner. A 1NT response = 8-11 HCP's; a 2NT response = 12-14 HCP's; and a 3NT response = 15-18 HCP's. All, of course, evidence a stopper in the opener's bid suit as well as lack of primary support for partner's overcall suit

<u>West</u>	<u>North(Partner)</u>	<u>East</u>	<u>South (You)</u>
1C	1S	Pass	???

Ex: (a) XX AQX JXXX KXXX (Bid 1NT.)
 (b) XX AQX KXXX AXXX (Bid 2NT.) Is not forcing.
 (c) JQ AQX KQJX KXXX (Bid 3NT.)

67. The STAYMAN CONVENTION is only used over partner's NT opening when the responder has one or two 4-card Majors and is seeking a 4-card match from opener. Stayman is never used to seek a 3-card match for an existing 5-card suit.

Stayman & Jacoby Transfer Bids are **not** interchangeable JACOBY TRANSFERS are used over partner's NT opening under very different circumstances. Such transfers are only used: (1), when responder is seeking 3-card support for his/her 5-card Major suit; (2), when responder has 5 or more pieces of any suit, Major or Minor, and is transferring into a suit for which he/she knows opener has no fewer than 2 pieces but is desirous of having the stronger hand concealed and/or the lead coming into the stronger holding; (3), when responder is desirous of escaping into a suit contract under circumstances in which he/she feels that a NT contract is untenable; (4), assuming the partnership is playing 3-way transfers, the responder may be seeking a Minor suit preference ("Minor Suit Stayman") on the way to a possible Slam in one of the Minors. Jacoby Transfers are never used to seek a 4-card match for an existing 4-card suit.

68. There are times when partner opens 1NT, or even 2NT, and responder is not capable of extricating the partnership from the a NT scenario. Never attempt to utilize either the Stayman Convention or Jacoby Transfers if conditions are not favorable for their usage.

Ex. (a) XXXX QXX XXX JXXX (Partner opens 1NT, You must Pass)

69. The Stayman Convention must never be utilized seeking a 4-4 Major suit fit under conditions when responder has too few HCP's such that he/she cannot tolerate the worst case scenario response from opener. Thus, assuming the partnership is playing a 15-17 HCP 1NT opening, and unless under circumstances as seen below in Tip #70(a-f), responder must have no fewer than 9 HCP's to invoke the Stayman Convention.

Ex: (a) AXXX KX XXXX XXX (Over a 1NT opening bid by partner, responder with this holding must pass and not seek a 4-4 Spade fit with Stayman, for if opener were to respond "2D", or 2H over "2C", responder would have to rebid 2NT which would appear to opener as if it were an invitation to 3NT which, if accepted, would place the Contract in game with no greater than a 24 HCP count for the combined partnership.)

(b) XXX AQXX QXXXX X (Pass. If Stayman were to be used and opener were to give a 2S response opposite this holding, responder would have no place to run. In addition, the hand has too many points to needlessly run into a Diamond contract in lieu of a potentially better scoring NT contract.)

70. "DROP DEAD" SCENARIOS: There are some circumstances where responder has too few HCP's to seek game or even to invite to game; but where responder may believe it advantageous to escape to a suit contract rather than remain in what responder believes to be an untenable NT contract for the partnership. The Stayman and Jacoby Transfer Conventions can both be utilized under the following circumstances for the purpose of pursuing a "drop dead" best suit alternative following a NT opening by partner. (1) "Drop Dead" Stayman Scenarios with a 3-Suited S,H,D, Holding

Ex. (a) XXXX XXXX AXXX X (Bid "2C" with intent to pass "2D", 2H, 2S.)

(b) JXXX QXXX XXXXX - (Again, Invoke Stayman and pass any response.)

(c) JXXXX KXXX XXXX - (Again, Invoke Stayman and pass any response.)

(d) AXXX XXXXX XXXX - (Again, Invoke Stayman and pass any response.)

(2) "Drop Dead" Stayman Scenarios with either a 5-4 or 4-5 in the Majors

Ex. (e) KXXXX XXXX XX XX (Bid "2C". If partner bids 2H or 2S you will pass, if opener responds "2D" you will bid 2S and play in, worst case scenario, a 5-2 fit.)

(f) XXXX KXXXX XX XX (Bid "2C". If partner bids 2H or 2S you will pass, if opener responds "2D" you will bid 2H and play in, worst case scenario, a 5-2 fit.)

Note: In examples (e) and (f), when a 4-card and a 5-card Major are both present, the Stayman Convention takes precedence over Jacoby transfers so as not to miss a possible 4-4 fit.

(3) "Drop Dead" Jacoby Transfer Scenarios Holding a 5-Card or Longer Suit

Ex. (g) XXXXX XXX XX XXX (Bid "2H" transferring to Spades.)

(h) XXX JXXXXX XX XX (Bid "2D" transferring to Hearts.)

(i) XX X KXXXX JXXXX (Bid "2S", "Minor Suit Stayman", requiring opener to choose his/her best Minor.)

(4) "Drop Dead" Specialized Scenario Holding 5-5 or Better In The Majors

Ex. (j) XXXXX XXXXX XX X (Bid "3H". This tells partner to either pass or correct to 3S dependent upon opener's better Major suit holding.)

(5) "Drop Dead" Exit Into Clubs or Diamonds

Ex. (k) XX XXX XX QXXXXX (Bid "2S". Partner will bid 3C showing a Club preference which responder may then Pass; else opener will bid "2NT" showing a Diamond preference and responder may then correct to 3C.)

Note: When playing Stayman and Jacoby Transfer bids, there is no way to play in a final 2C or 2D contract. The 3-level is the earliest escape into a Minor.

71. INVITATIONAL SCENARIOS: There are circumstances in which responder has enough HCP's (9-10) such that he/she wishes to explore for a 4-4 or a 5-3 Major suit fit while at the same time, inviting to game. The Stayman and Jacoby Transfer Conventions can both be utilized under the following circumstances for the purpose of pursuing a possible Major suit fit following a NT opening by partner while, simultaneously inviting to game. (1) Invitational Stayman Scenarios

- Ex: (a) KXXX AXX QJX XXX (Bid "2C". If opener bids "2D" or 2H you can rebid 2NT allowing opener to pass with a minimum 15 and to go to 3NT holding a maximum of 16-17 HCP's. If opener responds 2S, responder can invite to game by bidding 3S, wherein opener passes with 15 HCP's or continues to 4S with 16-17 HCP's.)
- (b) XX AXXX AXXX QXX (Bid "2C". If opener bids "2D" or 2S you can rebid 2NT allowing opener to pass with a minimum 15 and to go to 3NT holding a maximum of 16-17 HCP's.) If opener responds 2H, responder can invite to game by bidding 3H, wherein opener passes with 15 HCP's or continues to 4H with 16-17 HCP's.)

(2) Invitational Jacoby Transfer Scenarios

- Ex: (c) KXXXX AXX QXX XX (Bid "2H" and rebid 2NT after opener responds 2S. Opener will either pass 2NT, or else correct to 3S, 3NT, or 4S.)
- (d) XX AXXXX KXX KXX (Bid "2D" and rebid 2NT after opener responds 2H. Opener will either pass 2NT, or else correct to 3H, 3NT, or 4H.)
- (e) AX QXX KXXXX XXX (Bid 2NT. Note: Never use Jacoby Transfers in an invitational 9-10 HCP scenario when holding a 5-card or longer Minor Suit, rather invite with 2NT directly.)

(3) Invitational Bids Seeking 3NT When Holding a 6-card or Better Minor Suit Containing Two of the Three Top Honors

- Ex: (f) XX JXX XX AQXXXX (Bid "3C" evidencing a 6-card or better Club suit headed by two of the top three honors and fewer HCP's than would normally be necessary for a 3NT contract. Partner either passes or alternatively if holding the missing honor and stoppers in the other three suits bids a gambling 3NT response.)
- (g) X XX KQXXXXX XXX (Bid "3D". Opener either passes or as in (a) above, corrects to a gambling 3NT.)

72. GAME-FORCING AUCTION SCENARIOS: There are circumstances in which responder has 11 HCP's or more and will therefore force to game no matter whether opener has even as few as 15 HCP's. The Stayman and Jacoby Transfer Conventions can be utilized under the following conditions in order to seek a preferred Suit contract in lieu of NT.

(1) Game-Forcing Stayman

Auctions Holding One 4-Card Major

Suit

Ex. (a) AXXX XX AXX
KXXX

(Bid "2C". If opener responds 2S you can go to 4S. If opener responds 2H you can go to 3NT and opener can correct to 4S holding four Spades knowing responder has four Spades else he/she would not have invoked Stayman. If opener responds "2D" you can go to 3NT.)

(Bid "2C". If opener responds 2H you can go to 4H. If opener responds "2D" or 2S you can go directly to 3NT.)

(b) XX AXXX KX KQXXX

Holding Two 4-Card Major Suits

(c) AXXX KXXX KQX

(Bid "2C". If opener responds either 2H or 2S you can go to 4H or 4S respectively. If opener responds "2D" you can bid 3NT.)

XX

Holding One 5-Card, and One 4-Card Major Suit

(d) AXXXX KXXX AX XX (Bid "2C"

DO NOT USE JACOBY

(e) AXXX AQXXX XXX A (Bid "2C"

DO NOT USE JACOBY

go to 3S Spades, holding Spades. you can go to 3H Hearts, holding Hearts. . If opener responds "2D" you can evidencing four Hearts and five Spades, demanding partner continue to 4S three Spades, else 3NT with only two If opener responds either 2H or 2S continue to 4H or 4S respectively.) . If opener responds "2D" you can evidencing four Spades and five Hearts, forcing partner to continue to 4H three Hearts, else 3NT with only two If opener responds either 2H or 2S continue to 4H or 4S respectively.)

Holding One 6-Card or Better, and One 4-Card Major Suit

(f) QXXXXX AXXX AQ

(g) AXXX AQXXXX X JX

X

DO NOT USE JACOBY

DO NOT USE JACOBY

(Bid "2C". If partner bids 2H or 2S you can go to 4H or 4S respectively. If partner bids "2D" you can go to 4S knowing opener holds no fewer than two

Spades.)
(Bid "2C". If partner bids
2H or 2S you can go to 4H
or 4S respectively. If
partner bids "2D" you can
go to 4H knowing opener
holds no fewer than two
Hearts.)

(2) Game-Forcing Jacoby Transfer “Check-Back Stayman” Scenarios

Holding One 5-Card Major Suit

- Ex. (h) AXXXX XX AKX XXX (Bid “2H”. After partner responds 2S, rebid 3NT (“Check-Back Stayman”) asking opener to correct to 3NT holding only two Spades.)
- (i) XXX AKXXX AX XXX (Bid “2D”. After partner responds 2H, rebid 3NT (“Check-Back Stayman”) asking opener to correct to 3NT holding only two Hearts.)

(3) Game-Forcing Jacoby Transfer

Scenarios Holding One 6-Card or Longer

Major Suit

- Ex. (j) AKXXXX XX AXX XX (Bid “2H”. After partner bids 2S you can continue to 4S making the stronger hand the concealed declarer.)
- (k) AX XXXXXX AQ QXX (Bid “2D”. After opener bids 2H you can continue to 4H.)

(4) Game-Forcing Specialized Scenario Holding 5-5 or Better In The Majors

- Ex. (l) XXXXX XXXXX XX X (Bid “3S”. This tells partner to bid either 4H or 4S dependent upon which Major suit he/she prefers, else 3NT if holding an unlikely 2-2 in the Majors.)

73. MINOR SUIT SLAM There are very infrequent but possible times when responder, opposite a 1NT or 2NT opening from partner, wishes to seek which Minor suit Opener prefers before proceeding to a Small Slam or a Grand Slam one of the Minors. Jacoby “2S” Minor Suit Stayman is excellent for determining which is the better Minor for the Slam attempt.

- Ex. (a) AK X AXXXX AKXXX (Bid “2S” requesting partner’s Minor suit preference. Partner will show equal or longer Clubs by bidding “3C” or longer Diamonds by responding “2NT”. Responder may then proceed with either Blackwood, Gerber, or Cue-bidding in a Slam attempt.)

SERIES 1

In the following first grouping of test exercises, you are Responder with your partner having opened 1 NT. Your holdings are as follows: Remember, as responder you are the Captain since you know more about partner's hand than partner knows about yours. Ask yourself whether you are in a passing, a salvaging- "drop-dead", an invitational, or a game-forcing scenario. Then ask yourself what additional information, if any, you need to have from partner so as to best place the hand in the proper level and denomination; i.e., what piece or pieces of the puzzle need you determine so as to effectively Captain your team, and what are the pertinent questions you need to ask? Remember that The Stayman Convention is utilized when you have four pieces and are looking for a matching four; Jacoby Transfers are utilized to effect a transfer or to attempt to find three pieces to match your holding of five.

- a. AXXX KXX XXX AXX
- b. XXXXX QXXX X XXX
- c. XX XXX AQXXXX XX
- d. KJXX AXXXXX KX X
- e. QJ10 XX KQXXX Q10X
- f. AJX KX XX KQJXXX
- g. AKXXXX KX XXXX X
- h. XX KXXXXX XXXX XX
- i. KXXXX AJXX XX AX
- j. XX X KXXXX XXXXX
- k. XXX AXXX KXXX XX
- l. KQXXX AXXXX AX X
- m. AXXX XXXX XXXX X
- n. XXXX XXXX X XXXX
- o. KQXX X AJXX AJXX
- p. QX XX XX XXXXXXXX
- q. JXXXX XX XXXX XX
- r. X KX AJXXX AQXXX
- s. AQXX KJXX KX QXX

SERIES 2

In the following grouping of test exercises you are the opening 1NT bidder faced with the following sequence of bids from your responding partner. What information is responder seeking and what should be your reply, and why? Is partner in a "drop-dead", invitational, or game-forcing scenario?

- | | | | |
|---------------------|----|-----|-----------------|
| a. AXX AXX AJXX | (1 | 3C | |
| | N | " | |
| KXX | T | 3D | QJX KQX |
| | ? | " | |
| | ? | "2C | AXX |
| | 1 | " | |
| b. AQX KJXX XX | N | 3H | |
| | T | "2C | |
| | ?? | " | AXXX |
| AJXX | ? | 3N | |
| | | 2H | |
| c. QJX KXXX AKXX | | " | m. |
| | | "2C | |
| AX | | " | KX AXX |
| | | 3S | |
| d. KJXX QJXX AQX AX | | | AXXX |
| | | | |
| e. XX AKX QJX AXXXX | | | |
| | | | AJXX |
| f. AXX XX KQJX KQJX | | | |
| | | | n. KXX AX AXXX |
| | | | |
| g. AXX AXX AX | | | KJXX |
| | | | |
| QJXXXX | | | |
| | | | o. AQXX KXX KQX |
| h. AQX QX KQX KXXXX | | | |
| | | | KXX |
| i. AX KXXX KQXX | | | P) |
| | | | |
| AXX j. AXXX AXX | | | P) |
| | | | |
| AQ QXXX k. AQX QX | | | 1NT |
| | | | 2H |
| AQX QJXXX | | | ??? |
| | | | 1NT |

2H

???

1NT

???

1NT

"2D"

???

1NT P "2C" P "2D" P 2NT
P

???

1NT P "2C" P "2D" P 3H
P ???

1NT P "2S" P ???

1NT P "3C" P ???

1NT P "2H" P 2S P 4H P
???

1NT P "2C" P "2D" P 2H
P ???

1NT P "2H" P 2S P 3NT P
???

1NT P "2D" P 2H P 2NT P
???

1NT P "2H" P ???

- a. Bid 3NT. (Game-Forcing) - In this hand you have enough HCP's which when added to partner's 15-17 will, almost always, produce game. Your hand is balanced with little ruffing necessity and so rather than give the opponents possible valuable defensive information your intent is to abandon the attempt to find a Spade fit which is statistically likely to fail in almost 60% of the time anyway.
- b. Bid "2C". ("Drop-Dead" scenario) - You realize that 1NT is a likely disaster for partner with the near bust hand you hold. The 5-4 Major suit holding, however, allows you to bid "2C". If partner bids a hoped-for 2H or 2S, you plan to pass. If opener bids "2D" denying a 4-card Major, you will bid a "drop-dead" 2S planning to play the hand in a Spade contract with no fewer than a combined total 7 or 8 trumps.
- c. Bid "3D". (Invitational) - This is an invitational bid looking towards a 3NT contract if partner has the missing honor for your 6-card Minor suit which you have stated houses 2 of the top 3 honors. Alternatively, absent this missing honor, opener is expected to pass your "3D" invitation independent as to whether he/she holds 2, 3 or 4 of your suit; 15, 16, or 17 HCP's.
- d. Bid "2C". (Game-forcing) - With a 4-6 or 6-4 in the Majors, use Stayman and if partner denies a 4-card Major, you can go to 4 of your 6-card Major suit, confident both that you have enough combined HCP's for game and that opener can have no fewer than 2 of your 6-card Major owing to the original 1NT balanced declaration.
- e. Bid 3NT. (Game-forcing) - Live a bit on the edge! You have an otherwise invitational hand. However, it holds a 5-card suit, as well as several 10's. (Disregard the 5-card Minor suit with respect to seeking a possible alternative Diamond contract.)
- f. Bid 3NT. (Game-forcing) - Your hand has enough HCP's to force to game. Additionally, you are strong enough so as to disregard the 6-card Club suit which with the combined HCP count between opener and yourself can surely offer more scoring potential in NT at 40 and 30 points per trick than the 20 points per trick should you have alternatively decided upon a Club contract.
- g. Bid "2H". (Game-forcing) - Following this transfer to Spades your intent is to go directly to 4S. Opener can have no fewer than 2 Spades for his/her original 1NT opening bid and you desire to maintain concealment of the stronger hand by allowing the 1NT hand to remain hidden as Declarer.
- h. Bid "2D". ("Drop-Dead Scenario") - Your intent is to pass opener's compliant 2H bid in this drop-dead rescue scenario.)
- i. Bid "2C". (Game-forcing) - You have enough HCP's so as to ultimately head towards a game contract. Because your hand is unbalanced, however, you would like to find either a Heart or Spade Golden fit so as to increase your hand's potential via its ruffing value. With a 5-4 Major suit distribution, you first bid Stayman. If partner responds 2H or 2S you continue to the 4- level. If partner bids "2D" denying any 4-card Major, you still need to determine if partner holds a 3-card Spade holding. Your next bid of 3S forces opener to either continue to 4S holding a 3-card Spade suit, else to exit with a 3NT bid.
- j. Bid "2S". ("Drop-dead" rescue scenario) - "Minor Suit Stayman" requesting opener to select a Minor suit preference by bidding "3C" if

his/her Clubs are equal or longer than Diamonds, else "2NT if his/her Diamonds are longer. If opener bids "3C" you will pass, if opener bids "2NT" preferring Diamonds, you will bid "3D" and opener will pass.

(You cannot use Stayman here looking for a matching 4-card Heart suit because you do not have enough HCP's to tolerate and respond to a likely 2S response from opener. As much as you would like to rescue opener, you have no guarantee as to finding that which you would like, and so you must Pass.)

k.
Pass

2H". (Game-forcing) - You surely have enough HCP's to force to game but you need to know which Major opener prefers. Because a NT opener can have no more than one doubleton, opener surely has at least one 3- or 4-card Major suit. You, therefore, first bid "2H" transferring into the higher Major. Following partner's 2S bid you then rebid 4H. Opener now knows you have two 5-card Majors and either passes 4H or corrects to 4S.

l. Bid"

m.
Bid

"2C". ("Drop-dead" scenario) - Responder's intent is to pass any of the only three possible answers from opener; "2D", 2H or 2S. Surely this has got to be a welcomed rescue from an almost certain disaster should the hand have been played in 1NT.

n.
Pass

(You would surely be pleased if opener holds one or two 4-card Majors, but have no come-back (too few points) to a potential "2D" response from opener should he/she have no 4-card Major. Smile, Pass, and wish your partner the best of luck!)

o. "2
C"

(Game-forcing) - Knowing that game is assured and Slam unlikely, Responder need only investigate for a possible Spade fit. Should opener respond 2S, responder can bid 4S. If opener responds 2H, having two 4-card Majors, opener will correct to 4S after responder bids 3NT. If opener bids "2D" showing no 4- card Major, responder will bid a sign-off at 3NT.

p.
"2S"

("Drop-dead scenario) - Headed for a hoped-for salvage of 3C, responder bids "2S", "Minor suit Stayman" requesting what opener believes to be a request for an answer as to which Minor suit opener prefers. Irrespective of the answer, however, if opener bids "3C" (Clubs equal or longer), responder passes; if opener bids "2NT"(Diamonds are longer), responder corrects to 3C and opener passes.

("Drop-dead scenario) - With responder holding so few points, and desirous of winding up in 2S as a constructive alternative to 1NT, responder transfers to Spades and then passes.)

q.
"2H"

(Slam) - Desirous of seeking opener's Minor suit preference on the way to a probable 6C or 6D contract responder invokes "Minor suit Stayman". Over opener's "2NT" (Diamond preference) or "3C" (Club preference) response, responder may then bid "4C" (Gerber) investigating a probable Minor suit Slam.

r.
"2S"

(Game-forcing) - Anytime responder has enough HCP's to total no fewer than 29 HCP's (30 in this instance) the combined holding is almost always likely to produce as many potential tricks in No Trump as in Hearts or Spades, and so responder does not even bother to seek a Major suit fit since its presence or absence is, most likely, irrelevant.

s.
3NT.

SERIES 2 - (Answers)

- a. 3NT. (Partner is inviting to game holding a 6-card Club suit headed by two of the top three honors.) - Holding the missing honor you should accept the invitation and bid 3NT. Absent this holding you would have passed.
- b. Pass. (Same scenario, accept this time responder is inviting to 3NT with a similar Diamond holding.) - You cannot accept responder's invitation to 3NT, because you do not have the missing third honor in the Diamond suit. Your HCP count, and number of Diamonds held is irrelevant.
- c. 4H. (Partner is in an invitational mode having liked your 2H Stayman response to his/her Major suit inquiry.) - Responder has invited you to 4 if you have a maximum 16-17 HCP opening 1NT count. Responder must hold a 4-card Heart suit with 9-10 HCP's.
- d. 4S. (Responder has forced to game, refused your 4-card Heart holding, but obviously has four Spades else would not have invoked Stayman in the first place.) - Opener must, therefore, correct to 4S. Absent the four Spade holding, opener would have passed 3NT.
- e. 2S. (A no-brainer! You have no other choice other than to bid 2S in compliance with the demand transfer request of your responder partner irrespective of your dislike for the worthless doubleton Spade you hold.) - Responder has 5 or more Spades and has demanded a transfer response. Responder can then pass, invite to game in Spades, or go directly to the game level of 3NT or four Spades; his/her unilateral choice.
- f. 4S. (Responding partner has forced to game with what must be at least 10 HCP's or more with a 4-card Heart suit and a 5-card Spade suit.) - Despite your denial of any 4-card Major suit holding partner has pushed forward into a game-forcing scenario asking now for you to bid 4S holding three to match responder's 5-card suit, else 3NT.
- g. Pass. (Responder is in an invitational mode.) - Failing to find a 4-card Major suit, Responder has invited you to 3NT showing one or more 4-card Majors with 9-10 HCP's. Your 15 HCP's fails to meet the maximum 16-17 needed to accept responder's invitation.)
- h. 3NT. (Responder has forced to game with his/her jump into 3H.) - Responder thus has 11 or more HCP's, a 4-card Spade suit, and a 5-card Heart suit. With your three Spades and two Hearts you correct to 3NT denying a Golden-fit for either Major suit held by responder.
- i. 3C. (Responder has invoked "Minor suit Stayman" requesting your taking a Club/Diamond preference.) - You must evidence a Diamond preference by bidding "2NT" careful not to bypass 3C since responder may still wish to present a "drop-dead" Club rebid. Responder will then either bid a 3C drop-dead bid not-with- standing your Diamond preference, 3D should responder so choose, else continue on to possible Slam in your stated Diamond preference.
- j. 3NT. (Responder is in an invitational mode holding a 6-card Club suit headed by two of the top three; the AK in this instance since you can see the Q.) - You accept partner's invitation since you have the third honor with stoppers in the three remaining suits.

(Responder has forced to game with his jump to 4H.) - Responder must have a game-forcing point count with 5-cards in both Major suits. Responder first transferred to the higher Major and then bid the lower Major at game level affording you the stated choice of your preference; i.e., that Major in which you assuredly hold three or four pieces. You must correct to Spades having a 3-card Spade suit match for partner's 5 Spades, but only 2 Hearts.

l. Pass. (Responder is in a "drop-dead" scenario mode.) - He/she must have 4-Spades and 5-Hearts with fewer than 9 HCP's and is desirous of avoiding what responder perceives to be an intolerable 1NT contract.)

m. Pass . (Responder is in a game-forcing auction.) - Responder has transferred to Spades with a 5-card suit. Responder then seeks an answer as to whether you hold 2,3 or 4 cards in the Spade suit. Holding only 2 you decline the invitation to 4S by passing the 3NT rebid by responder.)

n. Pass (Responder is in an invitational mode.) - Responder has transferred to Hearts via his/her "2D" Jacoby transfer bid. Responder, knowing opener could have as few as 2 Hearts, then invites to game via the 2NT bid. Opener now knows that responder has 5 Hearts and 9-10 HCP's. With opener having only two Hearts and a minimum of 15 HCP's, opener rejects the invitation and simply passes. With 3 or 4 Hearts and the same 15 HCP's opener would have corrected to 3H. With 3 or 4 Hearts and 16-17 HCP's, opener would have continued to 4H, and with the same 16-17 HCP's and only two Hearts, opener would have continued to 3NT.)

o. 3S (Responder has asked for a transfer to Spades. You have, however, both a maximum 17 HCP holding and a 4-card support for partner's 5 or more Spades. You should bid 3S which has the effect of either (a) encouraging partner if his/her hand is strong so as to possibly invite for Slam, or (b) pre-empt the opponents (you and responder have at least 9 Spades between you) in case partner was in a drop-dead weak hand rescue mode.)

74. Once partner has changed suits, in effect having ostensibly denying support for your overcalled suit, do not rebid your suit unless you have a strong 6-card suit.

East South (You)	West North (Partner)	1H	1S
	Pass	2D	
Pass	??		

Ex. (a) AKXXX XXX X KXXX (Pass. Partner has few Spades and you do not have Diamonds. Partner's 2D is not forcing. Quit while you are behind!!)

(b) AQJXXX XXX X AXX (Bid 2S.)

75. Overcaller's rebid of opener's Minor suit, subsequent to the responder to the overcall having bid No Trump, is natural and not forcing.

East South (You)	West North (Partner)		
1C	1H	Pass	1NT
Pass	??		

Ex. (a) X AQXXX XX AQJXX (Bid 2C to show a Heart-Club 2-Suiter.)

76. Overcaller's rebid of opener's Minor suit, subsequent to the responder to the overcall having passed, is natural and not forcing.

East South (You)	West North (Partner)		
1D	1H	Dbl.	Pass
1S	??		

Ex. (a) X AQXXX AQJXX XX (Bid 2D to show a Heart-Diamond 2-Suiter. The level is cheap and your Diamond suit is good enough.)

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77. Be prepared for a possible cue-bid by partner. Assume that partner has a strong raise for your overcall suit (typically, at least 11-13 Support points), and wants to know more about your hand so as to best tell the final bidding destination.

(a) A rebid of your overcall suit evidences a simple overcall (8-11 HCP's).

- (b) A jump-rebid of your overcall suit evidences an invitational overcall (12-13 HCP's).
- (c) A bid of 2NT is invitational (12-14 HCP's) with strength in opener's suit.
- (d) A jump into game shows a strong overcall of 15-17 HCP's.
- (e) A cue-bid following partner's cue-bid is game force, slam invitational.
- (f) A bid of a new suit is forcing but not necessarily better than a simple overcall.

East	South (You)	West	North (Partner)
1D		1S	
Pass		??	
		Pass	2D

- Ex .
- (a) AQXXX XX KXX XXX (Rebid 2S, showing a minimum overcall of 8 HCP's.)
 - (b) AQXXXXX XX KX KXX (Rebid 3S, showing an invitational better-than-minimum overcall of 12-13 HCP's.)
 - (c) AJXXX KX AJX XXX (Rebid 2NT, invitational 12-14 HCP's with strength in opener's suit.)
 - (d) AKXXXXX XX AQX QX (Jump to 4S, 15-16 HCP's.)
 - (e) AKJXXX X AKXX AX (Bid 3D, a cue-bid evidencing a game force with Slam possibilities. Pursuit of a possible Slam is now up to overcaller's partner.)

	fn	XX		XX	(Bid 3C. then Pass if partner bids 3S.)
AJXXX	KO	XX	XX	(Bid 2H. then Pass if partner bids 2S.)	
AJXXX	KO	AX	XX	(Bid 2H. then continue over partner's 2S)	

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INTERMEDIATE BRIDGE - BIDDING TIPS FOR TOPS

LESSON 11

THE TAKE-OUT DOUBLE - WHEN TO USE & WHEN NOT TO USE - TIPS 78-86

78. Under usual circumstances, a Direct Take-out Double over an opening bid of one of a suit by one's RHO requires a HCP count equivalent to an opening bid; i.e., approximately 13 HCP's. (Remember, a Take-out Double over a Major suit Bid by one's opponent guarantees a 4-card suit of the alternate Major suit, a Take-out Double over a Minor suit bid by one's opponent guarantees 4-card support for both Majors (or at least tolerance of 3 pieces for one and 4 for the other.) The ideal distribution for a Take-out Double in direct position is a 4-4-4-1 or a 5-4-4-0 with the singleton, or void, being in the suit opened by your RHO. Under such circumstances, one may double with as few as 11 HCP's

Ex. (a) AXXX AXX KX KXXX (Over 1D by RHO, Double. {Tolerance for H})

- (b) AXXX KXXX AXXX X (Over 1C by RHO, Double. {Both Majors})
 (c) AJXX X XXXX AQXX (Over 1H by RHO, Double. {Other Major})
 (d) AXXXX AXXX QJXX - (Over 1C by RHO, Double.)

79. In balancing position, the requirements are even further diminished. One would need as few as 8-10 HCP's in order to make a Balancing Take-out Double ("Re-Opening Double"). It closely resembles a Take-out Double in second position, virtually no upper limit, but with only moderate strength should usually exhibit shortage in the opponent's bid suit at at least 3-card support for each of the un-bid suits.

Ex. (a)

West	North	East	South
1D	Pass	Pass	??

In such situations, the Spade suit (Similar to the principle involved with the Rule of 15 in the Pass-out seat for a potential opener) is particularly significant. Possession of Spades favors a balancing action;

lack of Spades counts against it. In more general terms, a shortage in an unbid suit, especially a Major suit, mitigates against balancing, and a shortage in the opponent's suit favors it

Ex. (b) X JXXX AQXX QXXX (If the bidding had gone 1S,P,P a balancing double would be automatic. Against a bidding of 1D,P,P, one should pass.)

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80. Seldom bid a Take-out Double with a small doubleton in an unbid Major. It is too risky unless you have 19+ HCP's.

Ex.

West	North
1C	?

- (a) XX AQXX AQXX QXX (Pass. Bid aggressively later.)
 (b) AQX KQXX JXX XXX (Double. Standard Holding.)
 (c) XX AJXX AKJX AQX (Double, if partner bids one Spade, rebid 1NT showing 18-19 HCP's.)

81. A Take-out Double followed by a NT rebid is stronger than overcalling 1NT directly.

Ex.	West	North	East South
(a)	1C	Double 1 NT	Pass 1D
	Pass		(18-20 HCP's)
(b)	1C	1 NT	(15-17 HCP's)

. A Take-out Double followed by a suit rebid is stronger than overcalling the suit directly, and should show a 2-suited hand; i.e., the remaining two other than opener's and responder's.

Ex.	West	North	East South
(a)	1D	1S	(8 or More HCP's)
(b)	1D	Double	Pass 1H
	2D	Pass	(13-15 HCP's)
(c)	1D	Double 2 S	Pass 1H
	2D		(16+ HCP's and S & C)

83. After making an overcall, you can still make a Take-out Double providing the opponents find a fit and partner has not yet bid.

Ex.	(a) AKXXX AJX XX	South	West
	KXX North East	1 st D	Pass
			(Strong enough to overcall Spades and then to Double. This evidences 13-16 HCP's, shortness in the opponent's suit, and at least 3-cards in the two unbid suits.)

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84. With 8 or 9 winners in your own hand, plus a stopper in the opener's suit, overcall 3NT. There is no need to use the Take-out Double. Do not worry about HCP's; this bid shows tricks, not points.

Ex.	East	South(You)
K KX AKQXXXX AXX	1H	3 NT

)Are you chicken or what? Overcall 3NT. If necessary, hide your singleton K Spades in with your Clubs if it eases your nerves.)

85. With 8 or 9 winners in your hand, but without a stopper in the MAJOR suit bid by the opponent to your right (RHO), make a jump cuebid. (A new toy!!!) It asks partner to bid 3NT with a stopper in the opponent's Major; otherwise to bid the next higher suit and you will place the contract. Such a bid is more descriptive in such a situation than is a Take-out Double.

Ex. AX XX KX AKQJXXX

	North East(You)		South West(Partner)	
(a)	1H	"3H	Pass	"3NT" (Shows a H
(b)	1H	"	Stopper)	
	Pas	"3H		

86. A direct jump bid in the opponent's Major suit is natural (Denies a stopper) with less than opening value. Pass "3S" (Denies a stopper)
On such situations, do not use the Take-out Double.

Ex. AX X XXX KQJXXXX

North East(You)	South
1C	3C(Natural)

(This bid may snow the opponents. They may not have agreed between themselves that a Double by South, in this instance, would be negative for a Take-out Double. SHHHHH!!!! Don't tell them!)

INTERMEDIATE BRIDGE - BIDDING TIPS FOR TOPS

LESSON 12

RESPONDING TO A TAKE-OUT DOUBLE - TIPS 87-95

87. When a suit response is considered, never count points for your Jacks and Queen's in the opponent's bid suit.

88. When a suit response is considered, add one point for any 5-card suit and three points for any 6-card suit. ~~Pass~~ XXXX QXX AXX XXX (Point Count = 4) Dbl.

Ex. 1 Dbl. Pass XX AX KQXXXX XXX (Point Count = 12)
S

89. When responding in a suit, make a non-jump response with 0-8 HCP's, a jump response with 9-11 HCP's, and a cue-bid or game response with 12 or more HCP's.

North	East	South	West
1H	St	h	(You)
	Dbl	Pass	
(a) AJXXX XXX KX XXX			(Respond 2S (Invitational and Non-Forcing) Count one extra point for the 5-card Spade suit, thus you have 9 points.)
(b) AKXX XXX KXX XXX			(Respond 2S - With 9-11 points you must jump the bidding, even with a 4-card suit.)
(c) XX XXX XX AKXXXX			(Respond 3C - This hand is worth 10 Points after adding three for the 6-card Club suit.)
(d) AJXXX QXX QXX XX			(Respond 1S - Do not jump, you have only an equivalent of 8 Points, Six in Spades [one extra for the 5-card suit], two in Diamonds, do not count any for the Queen of Hearts, if the Queen of Hearts were to have been in Clubs, you would count 10 points and would have bid 2S.)
(e) AXX XX AJXX KXXX			(Respond 2H, You are too strong to make a jump response, jump suggests 4-card Major denies a 5-card Minor, respond in the Major with a 4-card Major and a 0-card Minor, respond in the Minor. jumped to 4S)

90. With a hand too weak to cue-bid, respond with a 4-card Major and a 5-card Minor, respond in the Minor. ~~Pass~~ XXXX QXX AXX XXX (Point Count = 4) Dbl.

North	East	South	West
1H	St	h	(You)
	Dbl	Pass	
(a) KXXX XX QXXXX			(Respond 1S) (Respond 2D, you will bid Spades later if afforded the opportunity.)
(b) KXXX XX QXXXX X			

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You do not need stoppers in all of the unbid suits to bid No Trump. You do need at least one stopper, preferably two, in the opponent's suit. Bid 1NT with 7-9 HCP's, 2NT with 10-12 HCP's, and 3NT with 13-16 HCP's.

91. North East South West
1S St h (You)
Dbl Pass
(a) KQJX XXX JXX XXX (Respond 1NT.)
(b) KXXX XXX XX XXXX (respond 2C, you need 7-9 even with a stopper in the opponent's suit.)

- (c) AQX KXX JXX KXXX (Respond 3NT.)
 (d) AQXX KX QXXX XXX (Respond 2NT.)

92. When holding the option to either cue-bid or to jump in NT, your strength in the opponent's suit should be your deciding factor.

North	East	South	West (You)
1S	Dbl.	Pass	???

- (a) AQJ XXXX KJX JXX (Respond 2NT, you have a double stopper in the opponent's suit along with your 12 HCP's.)
 (b) AXX AXXX QXXX QX (Cue-bid 2S, you can support Hearts or go to NT later, based upon doubler's response to your cue-bid.)

93. After making a minimum response to partner's take-out double showing 0-8 HCP's, the responder may bid once more opposite a silent partner, but only with 6-8 HCP's and either a 5- card suit, a strong 4-card suit, or a second suit as well.

- | North | East | South | West (You) |
|-------|------|-------|------------|
| 1H | 1S | Pass | 1S |
| 2H | Dbl. | Pass | ??? |
- (a) KQJX XXX JXXX XX (Respond 2S, partner must have Spade support for having previously made the take-out double.)
 (b) KXX XX JXX (Pass, you only have 5 HCP's.)
 (c) X X X XX (Pass, you have the HCP's to bid but your Spade suit is too weak and contains only four pieces.)
 (d) XXX KX KXX QXX (Respond 2S, you have both the necessary points and a second 5-card suit.)
 (e) KXXXXX KXX QX (Respond 2S, you have the points and a 29 - 5-card suit as well.)
 KXX QX (Respond 2S, you have the points and a 29 - 5-card suit as well.)

94. If you must respond in a 3-card suit, respond in the cheaper 3-card suit, not the strongest.

North	East	South	West (You)
1D	Dbl.	Pass	???

- (a) QXX XXX XXXXX JX (Respond 1H, **audibly!!** - You must bid something. Your Diamonds are not strong enough to consider passing and thereby converting the take-out to penalties, A NT response would have required 7-9 HCP's and at least one stopper in Diamonds, and you cannot pass.)

95. Never pass a low level take-out double because of weakness. The only excuse to pass is length and strength in the opponent's suit. You need either five cards headed by three of the top four honors, or six cards headed by at least two of the top four honors. With only five pieces, and without three of the top four honors, the intermediaries must be exceptional.

<u>North</u>	<u>East</u>	<u>South</u>	<u>West (You)</u>
1H	Dbl.	Pass	???

- (a) X AJ10XXX XX JXXX (Pass, you have six pieces and at least two of the top five honors.)
 (b) XX KQ1098 XX QXXX (Pass, your intermediaries are excellent.)
 (c) XX KQXXX XXX Q10X (Respond 1NT, your intermediaries are poor.)

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INTERMEDIATE BRIDGE - BIDDING TIPS FOR TOPS LESSON 13

THE REBIDS BY THE TAKE-OUT DOUBLER - TIPS 96-101

96. Once you make a take-out double with merely minimum values (7-8 Losers), do not bid again unless partner makes a forcing bid or bids two suits requesting a preference.

Example: East South (You) West North 1D Dbl.
 Pass ? Pass 2H

AXXX KJX XX AJXX (Pass, 2H is not forcing)

97. After a 1NT response from partner, a new suit is not forcing, a jump is invitational, and to force one must cue-bid and then bid a new suit.

Example: East South (You) West North 1C Dbl. Pass 1NT
Pass ?

- (a) AXXX KXXX KJXXX - (Bid 2D, Not Forcing)
- (b) AJXX AXX KQJXXX - (Bid 3D, Invitational)
- (c) KQX AQXXXX AXX A (Bid 2C, and then bid Hearts to create a force.)

98. If you raise partners forced response to your take-out double, it shows primary support (4- pieces) and 16-18 HCP's (6-Losers); .i.e., more than minimum vales to the original take-out and is invitational. The same 16-18 HCP's are shown by the bid of a new suit.

Example: East South (You) West North 1D Dbl. Pass 1S
Pass ?

- (a) AKXX QXX AX KJXX (Raise partner to 2S, you have more than a minimum)
- (b) AJX AKXXX X AXXX (Bid 2H, mildly invitational)

99. A jump raise of partner's forced response to your take-out double evidences 19-21 support points (5-Losers) as well as primary support for responder's bid suit. The same 19-21 is evidenced by a jump-shift into your own 5-card suit.

Example: East South (You) West North 1H Dbl. Pass 1S
Pass ?

- (a) AKXX X AQX KXXXX (Jump Raise to 3S, Highly Invitational)
- (b) AQX KQX X AKJXXX (Bid 3C, Highly Invitational)

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100. After any jump-response from partner, including 2NT, a new suit is forcing.

Example:

East South (You) West North

(a) 1D D
Pas bl.

East South
(b) (You) D
Pass bl.
3
H

Pass 2H
Pass ??

(In Both cases, South's last bid is forcing)

West
North
Pass
2NT
Pass ???

Examples:

Opener

Responder

101. Doubling the same suit twice, or even three times, does not alter the original take-out meaning of the double. Even though you might sound as if you were a broken record, each successive double below game level evidences more and more strength. A second double shows 16-18 HCP's, and a third double shows 18-20 HCP's. Only after the second or third double takes place at the game level, is it to be construed as a penalty and not for take-out.

Example:

Hold:	AQX	X AQXX AKJX	
East	Sout	(You) West	North
1H	Dbl	2H	Pass
Pass	Dbl	3H	Pass
Pass	?? ?		(Double again.)

102. An opener who bids two suits, forcing a three-level preference to the first suit, has reversed. (This occurs when the second suit is higher ranking than the first). The same greater than minimum opening count is evidenced with a 3-level new suit rebid by opener over a 2-level new suit response by opener's partner. Both evidence a 16-18 HCP count; i.e., more than a minimum.

- (a) 1D
1S 2H
- (b) 1S 2H
3C

103. A reverse after a one-level response can be passed if the responder has fewer than 10 HCP's.

<u>Example:</u>	<u>Opener</u>	<u>Responder</u>	
	1C	1H (6 HCP's)	XXX (Responder should
	2D	??	XXXX Pass on his/her
			XXXX Rebid)
			QX

104. A reverse by opener following a 2-level response by responder is game forcing. Opener has shown 16-18 HCP's and responder at least 11 HCP's.

<u>Example:</u>	<u>Opener</u>	<u>Responder</u>
	1D	2C
	2H	

105. Most reverses evidence five cards in the first suit and four in the second. Some reverses evidence six cards in the first suit and four in the second. Reverses with a 4-4 distribution are rare. Never "invert" a reverse with a 5-5 distribution, rather, open the bidding with the higher-ranking suit.

- Examples:
- (a) AKXX AQJXX KXX X (Open 1H, Rebid 2S)
 - (b) AX AXXX AKQXXX X (Open 1D, Rebid 2H, Then 3D)
 - (c) X AKJXX AKJXX QX (Open 1H, Never 1D)

106. Do not confuse an up-the-ladder rebid by opener at the 1-level as being a reverse, it is not. Up- the-ladder rebids by the opening bidder at the 1-level are not reverses.

<u>Example:</u>	<u>Opener</u>	<u>Responder</u>
	1C	1H
	1S (Not a reverse)	

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107. After a 2-level response from responder, opener may reverse with as few as 15HCP's.

<u>Example:</u>	<u>South (You)</u>	<u>West North East</u>	1D	Pass	2C	Pass
			??			

- (a) XX KQXX AKJXX XX (Rebid 2D, not strong enough for reversing)
- (b) XX KQXX AQXXX AX (Rebid 2H, a reverse, game forcing)

Examples:

Opener

Responder

108. In competition, if partner's suit **out ranks** opener's first bid suit, a seeming reverse may be made with as few as a minimum opening bid.

Example
s:

(a)	<u>South</u> (You) 1D 2S	<u>Wes</u> t 2C	<u>North</u> 2H	<u>Eas</u> t Pas s
(b)	1H Pa 2S SS			

(a) Partner's response 2 at the 2-level outranked opener's Diamond opening bid. This made it impossible for opener to rebid his/her original suit at the 2-level. When this happens, opener's mention of a higher ranking suit is not considered a reverse and can be made with as few as a minimum opening count.

(b) Partner's 2-level response was in a lower ranking suit. Had opener wished to do so, he/she could have rebid his/her original suit at the 2-level had he/she held a minimum opening count. The 2S here is, therefore, a reverse.

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INTERMEDIATE BRIDGE - BIDDING TIPS FOR TOPS

LESSON 15

WHEN PARTNER REVERSES - TIPS 109-113

Opener's Reverse Quiz: Which of the following examples are true reverses by opener and which are not. What is the HCP value range exhibited by each example?

North (Opener)

South (Responder)

Examples: 1) A Reverse (16-18 HCP's)

1C

1
H

	2H	??	2D
2)	A Simple Showing of a Second Suit By Opener (13-15 HCP's)	1D 2C	1S
3)	A Reverse (16-18 HCP's)	1H 2S	1NT
4)	A Rebid By Opener Forced To The 2-Level By Virtue Of Responder's Response (13- 18 HCP's)	1H 2S	2C
5)	A "Reverse-Like" Super Opening Count (15-18 HCP's)	1H 3C	2D

109. With hands in the range of 5-7 HCP's the ways of stopping short are either to pass opener's reverse, rebid responder's suit (showing at least 5 pieces), or to rebid 2NT.

Example	North	South (You)
s:	1C 2D	1S ??
(a)	KQXX XXX XXXX JX	(Pass, Game is unlikely)
(b)	KQXXX XXX XXX JX	(Rebid 2S, not forcing)
(c)	KXXX KXX XXX XXX	(Rebid 2NT, not forcing)

110. As a corollary to #109, after a reverse by opener, any bid by responder other than a pass, a rebid or responder's suit, or a 2NT bid, is therefore, forcing to game.

Example:	North	South (You)
	1C 2D	1S ??
(a)	KQX XX KQX JX	(3D, Game forcing)
(b)	KOX AX XXX JX	(3NT)
(c)	KOX XX AXX XX	(3H, Fourth suit Forcing. Heart stopper)

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111. Remember, opener has shown 16-18 HCP's. With 8+ HCP's, insist upon game, with an opening bid, invite to Slam, and with a greater than opening bid, bid Slam if a fit is found.

112. A jump raise of opener's second suit shows, not only support, but is a Slam attempt. Remember, had responder simply raised opener's second suit, it would have been game forcing.

Examples:	North	South (You)
	1D	1S

- (a) AXXXX KQXX XX KX (Bid 4H, emphasizing a Slam attempt.)
 (b) AXXXX QXXX XX KX (Bid 3H, game forcing.)

113. A return to partner's first suit is a forward-going game-forcing bid. Remember it does not fit any

of the three non-game forcing bids as set forth in #109 above.

<u>Example:</u>	<u>North</u>	<u>South (You)</u>
	1D	1S
	2H	??

AJXXX JX AXX XXX (Bid 3D, Game-forcing, if partner has 3
 Spades, responder will hear about them soon enough.)

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INTERMEDIATE BRIDGE - BIDDING TIPS FOR TOPS LESSON 16

BALCKWOOD CONVENTION REVISITED - TIPS 114-118

114. A 4NT bid subsequent to an opening 1NT bid by partner, is not Blackwood. It is a Quantitative bid asking opener to pass with a minimum 15 HCP's and to proceed to 6NT with a maximum opening of 16-17 HCP's. Also remember, few 33 HCP partnerships can make 6NT without the presence of at least one partner holding a 5-card or longer suit.

<u>Example:</u>	<u>North (Partner)</u>	<u>South (You)</u>
	1NT	???

AQXX AX KXXXX AX (Bid 4NT seeking 16-17 HCP's from partner to
 complement your 17 HCP's to insure a 6NT contract.)

2H ??

115. In most slam auctions, the stronger hand bids Blackwood. The weaker hand responds and tells; the stronger hand provokes and asks. REREAD, REREAD, REREAD THIS ONE!!! 116. Do not use Blackwood prematurely when you have two or more losers or a worthless doubleton in any unbid suit.

Example: North (Partner) South (You)

1C	1S
3S	??

KQXXX QXX AKQX X (Cue-bid "4D". Do not bid 4NT .. yet. You have two quick losers in Hearts. You need some sort of heart cue-bid from opener before you can legitimately proceed to 4NT.)

117. void. Example: North (You) Never use Blackwood with South (You)

"2C"	"2D"
2 S	3S
? ?	

AKQXXX - KQX AKQX (Cue-bid "4C", hoping for a "4D" cue-bid from partner. Rushing into 4NT is poor bidding. Suppose responder does have one Ace< how does that information assist you if you have no certainty whether it be the Heart or the Diamond Ace? Absent partners cue-bid of "4D" you can proceed to 6S, finding partner's Ace of Diamonds, you can proceed to 7S.)

118. Do not ask partner for Kings unless you have all four Aces between the two hands. Partner is allowed to jump to seven in response to 5NT believing all four Aces are held by the partnership.

North (Partner) South (You) KXXXX X AQJX KXX (Bid 6S. Do not

1H	1S	seek Kings with a
3S	4NT	5NT inquirv. You are
5H"	? ?	missing an Ace.)

119. Respond "5C" with either no Aces or all four Aces. If partner is not able to tell the difference from your previous bidding and that which he/she holds, either you can't bid or partner can't play. Since nine times out of ten, the stronger hand usually is the one invoking Blackwood, the "5C" is usually no Aces.

120. Do not count a void as an Ace.

121. With one Ace (or three) plus a void (not a void in partner's first bid suit) jump to six of the void suit - if the void suit is lower ranking than the trump suit. If the void is higher ranking than the trump suit, jump to six of the trump suit.

Example: North (Partner) South (You)
 1H 4H
 4NT ??

(a) JXXXX AJXXXX JXX - (Respond "6C" to show one Ace (or three) with a Club void.)

(b) - AJXXX JXXXX JXX - (Respond "6H" to show one Ace (or three) plus a higher-ranking void.)

122. With zero or two Aces, plus a void, respond "5NT". Remember, the void must not be in partner's first bid suit.

Example: North (Partner) South (You)
 1S 2H
 4NT ??

XXX AJXXXX — AQXX (Respond "5NT" in order to evidence two Aces with one void in other than the Spade suit.)

123. If partner cue-bids your void suit and then asks for Aces; do not show your void, disregard same and simply show Aces only.

Example:	South	West	North (You)	East
	1S	2H	2 S	2H
	"4H"	Dbl.	4 S	Pass
	4NT	Pass	??	

XXX — AXXX JXXX (Respond "5D". Disregard

has cue-bid the suit already showing first round Heart control.)

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124. If the opponent's interfere with partner's Blackwood beneath the 5-level of your agree-upon suit, use "DOP1" (*like the dwarf*) in order to show Aces.

"Double" = "0" Aces

SLAM BIDDING TIPS - TIPS 128-133

xt ranking suit = "2 " Aces etc.

Example:				South	West	North (You)	East
				1S 4NT	Pass 5C	3S ? ?	4C
KXX	XX	KJXX	KQX	("Double" to show no Aces)			
X AQJ	XX	KJXX	QXX	("Pass" to show 1 Ace)			
AQX	XX	AQX	JXX	(Bid "5H" to show 2 Aces)			
AXX	A	AXX	QXX	(Bid "5S" to show 3 Aces)			

125. If the opponents interfere with partner's Blackwood **above** the five level of your agree-upon suit, use "DEP0" (***pronounced depot***) in order to show Aces.

"Double" = An "E"ven Number of Aces (0,2,4)

"P"ass = An "O"dd Number of Aces (1)

Next ranking suit = 3 Aces

Example:				South	West	North (You)	East
				1H 4NT	Pass 4 S	3H 3S ? ?	
XX	KQJX	KJXX	KXX	("Double" to show (0) an even number of Aces)			
XX	AKX	KJXX	KXX	("Pass" to show (1) an odd number of Aces)			
XX	AQX	AQX	JXX	("Double" to show (2) an even number of Aces)			
XX	AXX	AXX	AXX	(Bid "5C" to show (3) Aces)			

126. If you can count 13 tricks, disregard partner's request for Kings and bid "7NT".

Example:	South	You)	West	North	East	Pass
	4H		4S	4NT		Pass
	"5		Pas	5NT		Pass

X KQXXXXXX? KQX X (Bid 7NT. Partner must have all four Aces in order to have bid "5NT" asking for Kings.)

127. If, after inquiring for Aces, partner bids a **new** (previously unbid) suit subsequent to your response, bid 5NT. Do not worry, just do it. The hand is missing 2 Aces and partner desires to exit into a 5NT contract.

Example:	South	North (You)
	1H	3H
	4NT	"5D"
	"5S"	??

Example: QX KQXX XX AJXXX (Bid 5NT, it is not for you to reason why?)

"P"ass = "1' Ace

128. When the opponents have bid one suit, a raise or leap by partner to the 5-level of the agree-upon Major suit asks you to bid a Slam with either first or second round control of the opponent's bid suit.

Example: South (You) West North (Partner) East 1H 3S
 5H Pass
 ??

XX KJXXXX — AKJXX (Pass. You have neither first nor second round control of Spades.)

129. Do not confuse the raise to the 5-level of the agreed upon suit with a competitive bid at the 5-level.

Example: South West North East
 (a) 1H 4S 5H Pass
 ??

5H, in this instance, is a non-jump raise which comes immediately subsequent to a competitive bid by the RHO and is, therefore, competitive in of itself, not an asking bid.

(b) 1H 2S 3D 3S
 4H Pass 5H Pass ??

5H, in this instance, is a non-jump raise which comes immediately subsequent to a pass by the RHO, and, therefore, asks about Spades rather than being competitive.

130. When answering a 5-level asking bid, as in tip # 128, or # 129,

- (a) Pass, lacking first or second round control in the ask suit.
- (b) Bid 5NT with the guarded King.
- (c) Bid 6 of the agree-upon suit with a singleton.
- (d) Cue-bid their suit holding the Ace in the ask suit.

131. If NoTrump has not been bid previously, a **leap** to "5NT", The Grand Slam Force, asks a specific question. Which honors do you have in the agree-upon suit (or last bid suit absent any agreement).

- (a) Bid 6 holding one (1) of the top two honors.
- (b) Bid 7 holding two (2) of the top three honors.

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132. When Clubs is the agreed suit, 4NT is a risky Ace ask, since the answer might well take the partnership beyond the safety level of 5C. A better idea is to use a jump to the 4-level of the cheapest unbid suit to ask for Aces. Example:

<u>Opener</u>	<u>Responder</u>	<u>Opener</u>	<u>Responder</u>
AKQXX	J	1C	er 1H
X	KQXXX	1S	3C "4
X	XXX	"4D"	S" Pass
KQXXXX	AJXX	5C	

Note: Blackwood would have resulted in a disastrous response of "5D" forcing an unmakeable 6C contract.

133. After an opening 1NT or 2NT bid, a leap to "4C" asks for Aces (Gerber). To ask for Kings, use a subsequent "5C" bid. When the Gerber bidder bids 4NT after hearing a response to the previous "4C" ace-asking bid, he/she is not making an "honesty check" by re-asking for Aces. He/she is desirous of playing in 4NT - two Aces are obviously missing.

Example:

<u>Opener</u>	<u>Responder</u>	<u>Opener</u>	<u>Responder</u>
QJX	X	2NT	"4C"
AKQJ	XX	"4H"	4NT
QXX	AKJXXXX	Pass	
KQJ	XX		

134. Do not open the bidding with a beneath game preempt holding two Aces or one Ace and two Kings. You have too much defensive strength.

135. Do not preempt in a Minor suit with a side 4-card Major suit holding.

Example: KQXX X X AXXXXXX (As dealer pass. If partner has already passed, a preempt with such a holding has better validity.)

136. Do not preempt in one Major suit while holding four cards in the other Major suit --- unless your suit can easily play opposite a presumed hypothetical singleton.

Example: (a) AXXXXXX KXXX X X (Pass. Your long Major suit is not independent and, in this instance, preempting in Spades may cause an inadvertent loss of a Heart fit.)

(b) KQJXXXX JXXX X X (Open 3S, or even 4S with favorable vulnerability (Not-Vul. Vs. Vul.). Your Spades are so strong that it will not matter if you inadvertently miss a Heart fit.)

137. After you preempt, and partner bids either a new suit beneath the game level or “2NT”, you cannot pass. Remember the acronym “RONF” (“Raise Only Non-Force”). Anything other than a raise in your preempt suit is forcing. (See Intermediate-2, Lesson 3)

138. Position is important when considering a preempt bid. First and second seat preempts tend to exhibit traditional values (Partner has not yet bid); third seat preempts can be somewhat distorted and more flexible (Partner has already passed). The same principles apply to

Second seat preemptive weak jump overcalls (Partner has not yet bid), versus fourth seat preemptive jump overcalls (Partner has already passed). Fourth seat preempts are the next thing to opening bids; with a weak hand in fourth seat, pass the hand out.

Example: X KXX KJXXXXX QX (Open 3D in first, second or third seat; in fourth seat, pass.)

139. For structured disciplined preempts either guarantee two of the top three honors, satisfaction of the Rule of 2-3-4 (See Intermediate-2, Lesson 14), or both. Within these limitation, preempt as often as possible, it drives the opponents crazy.

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140. A response of 3NT to a 3-level preempt by partner ends the auction; partner has elected to play at the game level in NT, it is not for the preempter to disapprove or opt for an alternative contract.

Example:

South (You)	<u>North</u>		You Hold: XXX QJXXXXX KJX -----
	3H		3NT (Pass. It is no longer your problem.)

141. After you preempt, partner is in charge and takes any further sacrifices or chooses to force the bidding further if it is perceived to be your hand and not the opponent's. It is not your prerogative; you are no longer in charge. If the preempter bids further without prompting from partner, either his/her preempt bid was wrong, or his/her second un-invited furtherance is wrong, or both. Reread this tip!!!! Reread this tip!!!!

Example: X KQJXXXX JXX XX South (You) West North East

3H 3S 4H 4 S
??

(Pass. Even thinking about bidding 5H is too shameful to discuss in public. Your hand is known to partner, his/her hand is not to you. What about the vulnerability? Partner ostensibly is aware of that as well. Partner may be frothing at the mouth to double for penalties. Once again, Pass or else!!!)

142. When a preemptive bidder doubles an eventual contract (usually a Slam), it generally indicates a side suit void and asks for an unusual lead ***other than*** his/her preemptive suit. The double ***forbids*** the lead of the preempter's suit and asks (No!! Begs!!) partner for a ruff.

<u>Example: South</u>	(You)	<u>West</u>	North	East
3S	4H Pass			4NT
Pass	5H Pass			6H ??

You Hold: AJXXXXX XXX JXX (Double, and pray!!!)

143. Preempts with very light hands are the rage these days. This is especially true of first seat 3- level 6-card suits and third seat non-vulnerable preempts. Forewarned is forearmed. As a result, be aggressive when considering bidding over a preemptive bid by the opponents. Do so especially when holding a singleton or doubleton in their suit, even with as few as 12 HCP's. Assume partner holds between 4-8 HCP's when considering your bid lest you be fearful of bidding.

Examples:

	East South	(You)
	3H	??

- (a) AJXX X KJXX KXXX (Double.)
 (b) KXXX XX KQXX AKX (Double.)
 (c) QXX XX AJXX AQXX (Pass, you hold less than 16 HCP's and only three card support for the unbid Major.)
 (d) AJX X AKXX KQXXX (Double. You hold 17 HCP's, disregard the fact that you hold only three Spades.)

144. A simple overcall over a preempt shows opening bid values. A jump overcall following a preempt is even stronger. It evidences at least a 15+ HCP count.

Examples:

	East	South	(You)
	3C	" "	

- (a) AQXXXX AX QJX XX (Bid 3S.)
(b) AKJXXX X AOJX XX (Bid 4S.)

145. **Never, never, never** preempt over a preempt by the opponent.

Example:

East South (You)
<u>3C</u> ??

~~WHEN THE OPPONENTS, PREEMPT - TIPS 143-151~~

KQXXXXX XX QX XX (Pass for the time being, if it be your side's hand, partner will balance.)

146. If your RHO opens 3C or 3D, a cuebid of "4C" or "4D" respectively is a takeout for the Majors (Michael's Cuebid). It exhibits a 5-5 or 6-5 distribution with a hand that you would otherwise have opened.

Examples:

East South (You)
<u>3D</u> ??

- (a) KQXXX AJXXXX X X (Bid "4D".)
- (b) QJXXXX KXXXX X X (Pass, you will bid "4D" later if partner doubles.)

147. If your RHO opens 3H, an overcall of 4H (Michael's Cuebid) evidences a 5-5 or 6-5 distribution holding both Spades and an unspecified Minor suit as well as opening bid values.

Example:

East South (You)
<u>3H</u> ??

AJXXX X AKJXXX X (Bid "4H", Partner will bid "4NT" to negate Spades and to ask for your Minor as an alternative choice of suits.)

148. A "double" of an opening 4H preempt is takeout oriented. The double must have at least three Spades. An overcall of "4NT" is the "Unusual No Trump" bid asking for the Minors.

Examples:

East	South (You)
<u>4H</u>	??

- (a) AX KQX AXXXX QXX (Pass, do not double, look at your Spades!)
- (b) AXX X KQXX AKXXX (Double.)
- (c) X X AJXXX AQXXXX (Overcall "4NT", "Unusual" for the Minors.)

149. A "double" of an opening 4S preempt is for penalties. A "4NT" bid is the takeout overcall for this specific singular circumstance.

Examples:

East	South (You)
<u>4</u>	S ??

- (a) KX AQX KQXXX AXX Double for penalties.)
- (b) X AKXX KJXX AQXX Bid "4NT", a special takeout circumstance.)

150. When partner doubles a game preempt, pass with most balanced hands and remove with distributional ones.

Examples:

East	South (You)
<u>4H</u>	??

- (b) AXX XXX QJXXXX X (Bid 5D, you have a distributional hand.)

151. An overall of 3NT following a 3-level preempt has the range of 16-22 HCP's.

Examples:	East	South (You)
	3S	??

- (a) AQ QXX AQJX QXXX (Bid 3NT.)
 (b) AKJ AXX KQXX AJX (Bid 3NT. How can partner differentiate the two, he/she cannot.)

INTERMEDIATE BRIDGE - BIDDING TIPS FOR TOPS LESSON 21

WHEN YOU ARE A PASSED HAND - TIPS 152-157

152. **A new suit response to an opening bid is not forcing. Opener (3rd or 4th Position) knows you had previously passed; that you, therefore, had fewer than 13 HCP's; and can, thusly, make an informed decision as to whether or not further bidding exploration is required.**

<u>Example:</u>	<u>East (You)</u>	<u>West (Partner)</u>	
	Pass	1S	
	2H	??	(With fewer than 14 HCP's, West can pass since game is unlikely.)

153. A jump-shift by a previously passed partner evidences an “almost-opening-bid” with primary support for partner’s opening suit. It can be made with on any 4-card or longer suit.

Example: South (You) North Pass 1C

You Hold: (a) AKXXX XXX JXX XX (Bid 1S, a Jump to 2S would show 11-12 HCP's)
(b) AKJX X XX KXXXXXX (Bid 2S, evidencing 11-12 HCP's.)

154. The same type of hand; i.e., an “almost-opening-bid” with primary support for partner is evidenced when you, as a previously passed hand, make a cue-bid of opener’s suit in response to partner’s overcall. It shows support for partner’s overcall suit and primary support for partner’s suit as well.

Example: South (You) West North East Pass 1H 2C Pass

You Hold: KQ10 XXX QXX A10XX (Bid "2H" to show an "almost-opening-hand" with Club support.)

155. With a 4-4-4-1 or a 5-4-4-0 shape, a previously-passed hand should double for take-out even with as few as 9 HCP's, if the opponent's suit is your singleton or void.

Example: South (You) West North East Pass Pass Pass 1H
 ? ?

You Hold: (a) KJXX X KXXX KXXX (Double for Take-out.)
(b) KXXX - KXXXX OXX (Double for Take-out.)

- (c) KXXX XX KXXX KXX (Double for Take-out - Is close enough.)
- (d) KXX JXXX AXXX QX (Pass - You have 4 Cards in the the opponent's suit.)

156. A direct overcall, by a previously-passed hand, of "1NT" after a Major suit opening by the opponent's is "unusual" for the Minors. It is the same as a direct "2NT" overcall by a non-passed hand.

You

Hold: X X QJXXXX AQXXX

South Example

West(You) North East

∴ (a) (Bid "2NT" - Unusual for the Minors. A 1NT bid would have been natural; i.e., 15-17 HCP's.)

1S

(b) 1S Pass ?? Pass Pass

(Bid "1NT" - Unusual for the Minors.)

Do not confuse (b) above with a 4th-seat, "balancing" 1NT which evidences a balanced hand with as few as 9-12 HCP's done in desperation so as not to allow the hand to be passed out with the opponents getting the contract cheaply.

You Hold: AXX KJX QXXX QXX

	South	West	North	East
<u>Example</u>				P
	1H			?? (Bid 1NT - Balancing, natural. A Balancing "2NT" would have been "Unusual" for the Minors.)
∴ (a)				

SUMMARY: (a) Opening Bids:
??

HCP's 2NT = Natural, 21-22 HCP's

(b) Direct Overcalls:
1B ??

1NT = Natural, 15-17 HCP's
"2NT" = "Unusual" (5-5)

1NT = Natural, 15-17

(c) Balancing Position: 1B P
P ??

1NT = Natural, 9-12 HCP's
"2NT" = "Unusual"

(d) By a Previously-Passed Hand in the Direct Position:
P P P 1B ???

"1NT" = "Unusual" for the Minors 2NT = non-existent

e) By a Previously-Passed Hand when partner has Opened.
P P 1B P ???

1NT
2NT

(f) Following a weak 2-Bid by the opponents.
2B ???

2NT = Natural, 15-17 HCP's

Natural, 6-10 HCP's Natural, 11-12 HCP's, balanced and denies a singleton

157. After an intervening overcall over your partner's opening bid, assuming you to be a previously-passed hand, the cue-bid substitutes for a limit raise 11-12 HCP's, the simple raise is natural, and the jump raise becomes pre-emptive.

Example:

South (You) West North East Pass Pass 1H 2C
??

You Hold:

- (a) XX AQXX KJXX JXX (Bid "3C" - a cue-bid to show
a limit raise, 11-12 HCP's in support of
Hearts.)
- (b) XX AQXX XXXX JXX (Bid 2H, natural.)
- (c) X KXXXX QXX
- (d) X XXX (Bid 3H - Pre-emptive.)

LESSON 22

AFTER PARTNER OPENS 1NT - TIPS 158-164

158. Do not use the Stayman Convention with a 4-3-3-3 or a 3-4-3-3 distribution. These hands usually play better in No Trump due to the balanced nature of both partners.

Example:	South (Partner)	West	North (You)
	1NT	Pass	
You Hold:			
	(a)	KXXX AXX KXX QXX (Bid 3NT, <u>not</u> "2C")	
	(b)	AXX QJXX QXX XXX (Bid 2NT, <u>not</u> "2C")	

159. In order to invoke Stayman, (See exception: # 160 to follow) responder needs at least 8 HCP's. If one fails to connect with the sought-after Major suit, and responder is forced to retreat to 2NT, opener will take you for invitational strength and may launch into 3NT with a 16-17 HCP count.

Example:	South (Partner)	West	North (You)
	1NT	Pass	
You Hold:			
	(a)	AXXX QXXX XX XXX	(Pass, Responder is not strong enough to launch into a Stayman sequence. If opener, hypothetically, responds "2D" to a "2C" Stayman bid; then what?)
	(b)	AQXX KXXX XX XXX	(Bid "2C", If partner responds "2D" rebid 2NT (Invitational) without being ashamed of your dummy hand.)

160. With a 3-suited hand short in Clubs, one can use Stayman even with as few as 0 HCP's, for under these circumstances, responder is prepared to pass any response opener makes, even "2D".

Example:	South (Partner)	West	North (You)
	1NT	Pass	
You Hold:			
	(a)	QXXX JXXX XXXXX ---	(Bid "2C", then pass any response opener offers.)
	(b)	QXXX - XXXXX XXXX	(Must Pass.)

161. If you are not using transfer responses to no trump opening bids, reconsider. It is very important that the stronger hand becomes declarer so as (1) to conceal the stronger hand, and (2) so that lead comes up toward, not through, the stronger hand.

Example:

	<u>South</u> (Partner)	<u>West</u>	<u>North</u> (You)	
	1NT			Pass
You Hold:	(a) XX QXXXXX KXX XXX (Bid "2D", then Pass opens 2H.)			
	(b) KQXXXXX QXX AXX X (Bid "2H", then 4S over opener's 2S.)			
	(c) XX AKXXXXX XX QXX (Bid "2D", then 3H over opener's 2H inviting game.)			
	(d) AX AXXXXX XX KXXX (Bid "2D", then 3NT (check-back) over opener's 2H. Opener will pass holding 2H, and correct to 4H holding 3 or 4 Hearts.)			

162. With game values, and a 6-4 or 4-6 Major suit holding, bid Stayman first looking for 4-card support for responder's 4-card suit. If no fit is found for the 4-card Major, jump to game in the 6-card Major suit. Remember, opener must have at least two of the 6-card Major.

Example: South (Partner) West North (You)

1NT	Pass	??
-----	------	----

You Hold: (a) AKXX AXXXXX XX X (Bid "2C", Over opener's "2D" bid 4H. Over opener's 2S bid 4S.)

163. With game values, and a 5-4 or 4-5 Major suit holding, bid Stayman first looking for the 4-card support for responder's 4-card suit. If no fit is found for the 4-card Major, jump to 3 of the 5-card other Major. Opener must go the 3NT holding only two of the second Major, or 4 of the second Major holding 3 or 4.

Example: South (Partner) West North (You)

1NT	Pass	??
-----	------	----

You Hold: (a) AKXX AXXXXX XXX X (Bid "2C", Over opener's "2D" bid 3H. Opener bids either 3NT or 4H.)

164. Do not run from a 1NT doubled with a balanced hand. Stick it out; fourth hand might run. Only attempt to save opener holding a 5-card or longer suit.

Example: South (Partner) West North (You)

1NT	Dbl.	??
-----	------	----

You Hold: (a) JXXX XX XXXX JXX (Pass. You will not be playing the hand, opener will.)
(b) JXXX XX XXXXXX XX (Run to 2D, opener will bless you.)

165. Only the Responder to an opening bid by partner can make a negative double, and it must be at his/her first opportunity, made immediately subsequent to an intervening overcall other than an overcall of 1NT.

Examples	South	West	North	East
a)	1C	1H	Dbl.	(A negative double, evidencing support; i.e., 4 pieces or at least tolerance for Spades as well as Diamonds (Probably).)
b)	1D	1S	Dbl.	(A negative double, evidencing support, or at least tolerance for Hearts as well as Clubs. North is lacking <u>either</u> the HCP's to go to the 2-level, 5 pieces of Hearts, or both.)
c)	1H	1S	Dbl.	(A negative double, evidencing support, for the Minors but lacking either the necessary HCP's, or length of suit, or both in order to bid 2C or 2D.)
d)	1B	1NT	Dbl.	(A penalty double, <u>not</u> negative, since it follows a 1NT overcall.)
e)	1H 3H	1S 3S	Pass Dbl.	2S (Is for penalties. It is <u>not</u> a negative double for it does not come immediately subsequent to the first overcall. It is a delayed double, clearly for penalties.)
)				

166. Bidding a negative Double followed by a follow-up rebid of a Minor suit evidences 6-pieces in addition to the 4-card implied Major.

XXX	You Hold:	AXXX KXXXXX --
		South West North East
		1C 1S Dbl
		2C Pass .
		2D

The 2D bid shows diamond length and a hand not strong enough to have responded 2D. It also evidences 4-Hearts. Think of a negative double followed by a suit as if partner were trying to put the brakes on the bidding.

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167. Negative Doubles with four-card suits promise a minimum of 6 HCP's, but are unlimited in their maximum HCP value.

You Hold: XX AXXX AKXX QXX

South West North(You) East

1C 1S Db1.

168. When both Minors have been bid at the one-level, a negative double promises four cards in each of the unbid Majors or five Hearts and four Spades with 6-9 HCP's.

	South	West	North(You)	East
1C			1D	
You hold:	a) AJXX KQXX XX AX			(Double. You have 4-cards in each unbid Major suit.)
	b) AJXX KXX XXX XX			(Bid 1S. Over 1C, 1D, you are allowed to overcall with 1H or 1S with <u>only</u> four pieces.)
	c) AJXXX KQXX XX XX			(Bid 1S. Do <u>not</u> bid a negative double with a 5-card Spade suit at the 1-level.)
	d) AQXX XXXXX XX JX			(Use the negative double. If you respond 1H, you may lose a Spade fit if the fourth hand bids.)

169. When both Minors have been mentioned at the two or three level, a negative double shows either both unbid Majors, or 4-card support for one of the Majors plus primary support for opener's suit. Reread this tip!!

	South	West	North(You)	East
		1D	2C	???
You hold:	a) AQX KXXX XX X			(Double. . A Perfect opportunity.)
	b) JXXX XX AKXXX X			(Double. If partner bids Hearts, return to Diamonds.)
	c) QXX XX XXXX AQ			(Pass. You have no place to go if partner bids 2H. A return to partner's Minor must show at least a 4-card support.)

170. When counting points in preparation for a negative double, do not include Jacks and Queens in the opponent's suit, unless you are intending to rebid NT, or are a masochist.

	South	West	North(You)	East
1D			1S	
You hold:	a) QX KXXX JXX XXXX			consideration of the Spade Queen is too weak to bid a negative double.)
	b) QX AXXX KXX XXXX			(Double, hand is strong enough.)
	c) AQX QXXX XX QXXX			(Double, You can rebid NT later if opener does not bid Hearts.)
	(Pass, your hand devoid of			- 52

171. A 5-card Major suit can be shown at the 2-level by bidding the suit outright with 10+ HCP's, and using the negative double with 7-9 HCP's.

South West North(You) East 1D
1S ???

You hold: a) XX AKXXX KXX XXX (Bid 2H, you are just strong enough.)
 b) XXX AQXXX QX XXX (Double and hope to bid Hearts at the 2-level, denying the strength for a direct 2H response.)

172. A negative double followed by a new suit is not forcing. In order to create a force, cuebid.

<u>South</u>	<u>West</u>	<u>North</u>	<u>East</u>
1C	1S	Dbl.	P
2C	Pass	???	

You Hold: a) XXX AXXX KXXXXX -- (Bid 2D, not forcing, shows a hand too weak to have responded a 2D bid directly.)
 b) AKJX KQXX XX XXX (Bid "3C" to create a force to game.)

173. A negative double followed by a raise of partner's second suit is not forcing.

<u>South</u>	<u>West</u>	<u>North</u>	<u>East</u>
		1C	1S
		Dbl.	P
		2H	Pass ???

You Hold: a) AX AJXX KXXX XXX (Raise to 3H, invitational with 8-losers.)
 b) AX AJXX AKXX XXX (Raise to 4H. "The one who knows, goes".)

174. A negative double followed by a 2NT rebid is invitational showing 10-12 HCP's.

<u>South</u>	<u>West</u>	<u>North</u>	<u>East</u>
		1C	1S
		Dbl.	2 S
		Pass	Pass ???

You Hold: a) AJX QJXX AX XXXX (Bid 2NT, invitational)
 b) AJX QJXX AQ XXXX (Bid 3NT, "He who knows, goes".)

175. If, after you make a negative double, your LHO raises your RHO, and the bidding comes back to you, a repeat double is for takeout, showing extra values (10+ HCP's).

<u>South</u>	<u>West</u>	<u>North</u>	<u>East</u>
		1C	1S
		Dbl.	2 S
		Pass	Pass ???

You Hold: a) AQXX XXX KJXX XX (Double again to show partner you have extra values and it is your side's hand with the majority of the HCP's.)

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176. When most of your strength is in the opponent's suit, avoid a negative double. It is very misleading. Either bid NT or pass. Reread this tip!!

<u>South</u>	<u>West</u>	<u>North</u>	<u>East</u>
		1C	1S
		???	

You Hold: a) XXXX AQXX JX JXX (Respond 1NT, showing 8-10 HCP's with at least one stopper in the

- b) XXXX KQJX XX XXX (Pass. opponent's overcall suit.)
 It would be fool hardy to double with this hand, even though you have four Spades. It would also be a blunder to bid 1NT, your hand is not strong enough. Patience is a great virtue, even in bridge.)

177. If you pass a 1-level overcall and partner reopens with a take-out double, any bid you make shows less than it would have shown in the direct-action position.

	South	West	North	East	
					1C 1H
					Pass Pass
					Dbl. Pass ???
You Hold:	a) XXX	AJXX	XXX	XXX	(Bid 1NT. Shows 5-7 HCP's with a stopper in the opponent's overcall suit.)
	b) XXXX	AJX	XX	XXX	(Bid 1S, Shows 4-Spades with fewer points than would have been necessary to have invoked a negative double previously.)
	c) XX	XXXXXX	XXX	XXX	(Toss a coin and bid 2C or 2D, your hand has no stoppers in Hearts and so you <u>cannot</u> bid 1NT.)

178. When playing negative doubles, you, of course, cannot make an immediate penalty double; opener will not be capable of discerning the difference and must legitimately construe your bid as a negative double. With a strong 5- or 6-card holding in the opponent's overcall suit, do not gasp, just pass in tempo in order to be ethical.

	South	West	North	East	
					1D 2C
					???
You Hold:	a) XXX	QXX	X	AKXXX	(Pass. Hopefully partner will reopen the bidding with a take-out double which you will pass converting it to a penalty situation. Notice you satisfy the Rules of 10 & 12.)

INTERMEDIATE BRIDGE - BIDDING TIPS FOR TOPS LESSON 24

REBIDDING AFTER PARTNER MAKES A NEGATIVE DOUBLE - TIPS 179-186

179. After responder makes a negative double following a 1H overcall of a Minor suit

opening bid, opener should rebid as if the responding partner had responded 1 S on a 4-card suit with at least a 6 HCP count. Responder could, of course, have additional values but, if he/she does, opener will assuredly hear from responder accordingly.

<u>South</u> (You)	West	North	East
1C ????	1H		Dbl. Pass

You Hold:

- | | |
|---|--|
| <p>a) AXXX KXX XX AJXX</p> <p>b) AXXX XX XX AKQXX</p> <p>c) AQXX XX AX AKXXX</p> <p>d) XX AQX JXX AJXXX</p> <p>e) XXX AQX KXX AKQX</p> <p>f) X AXX AKJX KQXXX</p> <p>g) XX QX QXX AKQXXX</p> <p>(Bid 1S, the weakest possible</p> | <p>rebid showing 12-14 support points; i.e., a losing trick count of 7 or 8.)</p> <p>(Bid 2S, showing 15-18 support HCP's; i.e., a losing trick count of 6.)</p> <p>(Bid 4S, showing an equivalent 20 point hand in support of Spades; i.e., a losing trick count of 5.)</p> <p>(Bid 1NT, showing a minimum 12-14 point count <u>without</u> Spade support.)</p> <p>(Bid 2NT, showing an 18-19 HCP hand <u>without</u> Spade support.)</p> <p>(Bid 2D, a reverse.)</p> <p>(Bid 2C, the same as you would have over a 1S response.)</p> |
|---|--|

180. After responder makes a negative double following a 1S overcall of a Minor suit opening bid, opener should rebid as if the responding partner had responded 1H on a 4-card suit.

<u>South</u> (You)	West	North	East
1D ????	1S		Dbl. Pass

You Hold:

- | | |
|--|--|
| <p>a) KJX XX KQXXX AXX</p> <p>b) KJX XX AKXXX</p> <p>AKX</p> <p>c) XX XXXX AKXX AJX</p> <p>d) XX AKXX AKXXX XX</p> <p>e) AX AQXX AKXXX JX</p> <p>f) X XX AKXXX AQXXX</p> | <p>(Bid 1NT.)</p> <p>(Losers] .)</p> <p>(Losers] .)</p> <p>(Losers] .) fit has</p> <p>yet been</p> <p>(Bid 2NT.)</p> <p>(Bid 2H, [8</p> <p>(Bid 3H, [6</p> <p>(Bid 4H, [5</p> <p>(Bid 2C, [No</p> <p>ascertained].)</p> |
|--|--|

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181. After responder makes a negative double following a 1D overcall, evidencing at least four cards in each of the Majors (or at least four of one Major and tolerance [three of the other Major suit], jump bids by the opener are invitational.

<u>South</u> (You)	<u>West</u>	<u>North</u>	<u>East</u>	1C	1D
Dbl. Pass					
????					

- You Hold:
- a) AXXX XX XXX AKJX (Bid 1S, showing 12-14 HCP's and a 7-8 loser minimum opening bid with Spade support.)
 - b) X AQXX XXX AKXXX (Bid 2H, showing 15-16 HCP's or its equivalent; i.e., a 6 loser holding in support of Hearts.)
 - c) AKQX XX XX AKJXX (Bid 4S, showing 19-20 support points; i.e., a 5 loser holding in support of Spades.)

182. After responder makes a negative double following a *2-level* overcall, the meaning of the opener's rebids vary dramatically: 2NT shows a 14-16 HCP count; 3NT shows a 17-19 HCP count; Non-jump bids show minimums; jumps are invitational, and a cue-bid is a game force. In this manner, Responder can then, more easily, become the captain and placing the final contract.

<u>South (You)</u>	<u>West North East</u>	1S	2D
Dbl. Pass			
????			

You Hold:

- a) AQXXX XX KXX AXX (Rebid 2S, hand is not strong enough to rebid 2NT.)
- b) AQXXX XX AQX KXX (Rebid 2NT - Hand is ideal for such.)
- c) AJXXX AXX QXX QX (Rebid 2H! You are not strong enough to rebid 2NT, and it is safer to rebid 2H, a suit partner must have, rather than 2S, a suit partner assuredly does not have.)
- d) AKXXX AQXX XX XX (Rebid 3H, invitational showing a better than minimum 6-loser opening bid in support of Hearts.)
- e) AKXXX AQXX XX AX (Rebid 4H, your hand is too strong to simply invite to game, go for it!)
- f) AKJXXXX X X KQXX (Rebid 4S, You are just too strong to simply invite by bidding 3S, and you have a suit quality of 10.)
- g) AKJXX XX AKX QJX (Rebid 3NT.)
- h) AKXXX AXX X AKXX (Rebid "3D", a game forcing cue-bid.)

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183. You should pass a 1- or 2-level negative double (converting it to penalties) if you have both length (at least 5-cards) and good intermediates in the opponent's overcall suit.

<u>South (You)</u>	<u>West North East</u>	1H	2C
Dbl. Pass			
????			

- You Hold:
- a) AX KQXX X KQXXX Pass converting to penalties should, you
 - X (only be so lucky.)
 - b) AJ KQXX XX AXXX Bid 2NT, Your Clubs are not long
 - enough nor strong enough to pass.)
 - c) AX AXXX X KQJ10 (Pass, Even though you only have four
 - Clubs, suits with 100 honors are usually treated as
 - one card longer than they actually are.)

184. The higher the level of the negative double, the less strength you need in the

opponent's suit to reasonably pass thereby converting the double to penalties. With a balanced hand and three cards in the opponent's overcall suit, a 3-level negative double can be passed.

South (You) West North East

1S	3D Dbl. Pass
????	

You Hold: a) AKXXX XX AXX K10X (Pass, Partner is presumably short in Spades, making your hand attractive defensively.)
 b) AKXXX QJX XXX KX (Rebid 3H! Partner does not promise 5 Hearts but has at least four pieces. It is too risky to pass, your Diamond are not strong enough. Your options are either 3H or 3S. Nobody ever said playing negative doubles was going to solve all problems all of the time!)

185. **BIG TIP !!!** Assume you have opened the bidding, your left hand opponent overcalls, and there are then two passes back to you. If you are short in the opponent's suit (a void, singleton, or a small doubleton), there is a good chance that partner may be lurking over there with a penalty double but be unable to do so for, indeed, it will have been construed as a negative double instead. Ask yourself the following question: "If partner had made a penalty double of this overcall, would I have passed?" If the answer is yes, reopen with a takeout double which partner may well convert to penalties. If the answer is no, bid something else.

<u>South</u> (You)	<u>West North East</u>
1D ????	1H Pass Pass

You Hold: a) AXXX X QJXX KQXX have passed a penalty double by partner.)
 b) KQX XX AXXX KQXX (Double, same reason.)
 c) X X AQXXXX KQXXX (Rebid 2C! You would not have passed a penalty double by partner.)
 (Double. You would - 57 -

186. In a similar vein, assume you open the bidding, your LHO overcalls, and again there are two successive passes back to you. Unlike Tip # 185, you have length, not shortness, in overcaller's suit (three or more pieces or possible even a strong doubleton). It is, therefore safe to assume that partner was unlikely to have wanted a penalty double, and is, therefore, very weak (less than 6 HCP's). In order to reopen the bidding with length in the opponent's suit, you must have extra values, either high card or distributional, else you must pass.

<u>South</u> (You)	<u>West North East</u>	1D	1H
Pass	Pass		

????

- You Hold:
- a) AXX QJX AKXXX XX (Pass, nothing held by you) plus nothing (held by partner) equals nothing.)
 - b) AXXX QJXX AKJX X (Pass, partner was not able to make a negative double or support your Diamonds, so where are you going - Nowhere!! - Just Pass!!!)
 - c) KQXX AXX AKJXXX - (Rebid 1S, You cannot give up on this hand, you are too strong.)
 - d) AXX QJX AKXX AJX (Rebid 1NT. A reopening bid on 1NT evidences a stronger hand than would have been evidenced by an original 1NT opening bid; i.e., namely, 18-19 HCP's.)

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INTERMEDIATE BRIDGE - BIDDING TIPS FOR TOPS LESSON 25

WHEN YOU DOUBLE AN OPPONENT'S BID - TIPS 187-194

187. **A Double of an Artificial bid is usually to invite the lead of that suit by partner.** (The most common circumstances are as in (a) Subsequent to a Jacoby transfer bid and (b) subsequent to a response to Blackwood or Gerber Conventions, (c) subsequent to a Stayman "2C" bid. Other circumstances include cue-bids, Splinter bids, Drury and Fourth

Suit Forcing Bids.)

You(East)	Hold:	XXX	AKJ10X	KX XX
	South	West	North	East
(a)	1NT	P	"2H"	Dbl.
(b)	1S	P	3S	P
	"4NT"	P	"5H"	Dbl.
You(East)	Hold:	XX	AXX XX	KJ10XX X
	South	West	North	East
(c)	1NT	P	"2C"	Dbl.

188. Conversely to #187, failure to double a Blackwood response, warns partner should he/she be on lead, that you have no interest in that suit being led.

You(East) Hold: XX JXXX XXXX KQJ

South West North East 1H P 3H P
 "4NT" P "5C" ??? (Seize the opportunity to double.

This will insure a Club lead against an eventual Spade contract. Passing 5C in this situation is a bridge blunder.)

189. Do not double an artificial bid if you are likely to be on lead unless you suffer from amnesia.

You(West) Hold: XX KQJX XXX XXXX

South West North East 1S
 P 3S
 P
 "4C" P "4D" P
 "4H" ???

(Do not double for a Heart lead, you will be on lead and can lead Hearts yourself.)

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190. After you double a low-level artificial bid and then later bid a new suit, you show a 2-suited hand requesting partner to take a choice.

You(East) Hold: X AJXXX XX KQJXX

South West North East 1NT P "2H" Dbl.
 2S P P 3C

(The double shows long Hearts, and the Club bid shows long Clubs. Voila, you have shown your hand exactly.

191. The double of the opponent's final contract of 3NT asks for a specific lead depending upon the bidding to that point. It is important to learn the various leads to each of several particular circumstances, for if the doubler does not intend for the specific message that such a double implies, then the would-be-doubler must not double in the first place; i.e., wanting a different lead than the implied, the would-be-doubler must then refrain from doubling hoping that by chance his/her wishes will be otherwise fulfilled and that the contract will be set absent a penalty double. Such doubles vary as to their significance varying upon the bidding leading to the final NT contract.

- A. If no suits have been bid by either team, partner's double of 3NT announces the possession of some solid suit, usually a Major.

You(South) hold: QXXX XX QXXXXX XX

<u>East South</u> (You)	<u>West North</u>	1NT Pass	3NT Db1.	(Partner has a solid suit.
Pass Pass	Pass			It cannot be Spades or
				Diamonds, so it must be Hearts or
				Clubs. With a blind choice between a Major and a Minor, lead the Major. In
				this hypothetical example, lead Hearts.)

- B. When neither you nor your partner have bid, but multiple suits have been bid by the opponents, lead dummy's first bid suit.

You(South) hold: XX QXXX QJXXX XX

<u>East South</u> (You)	<u>West North</u>	1H Pass	1S Pass
1NT Pass	2NT Pass		
3NT Pass	Pass Db1.	(Do not try to be a genius,	this is a "no brainer", lead Spades
		as requested by partner.)	

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- C. If you *have not* overcalled, and partner has overcalled, lead doubler's suit.

You(South) hold: JXXX X XX QJ10XXX

<u>East South</u> (You)	<u>West North</u>	
1S Pass	2D	2H
2NT Pass	3NT Db1.	(Lead your singleton Heart.
		The lead of the otherwise normal
		Queen of Clubs would be a slap in partner's face.)

- D. If you *have* overcalled at the 1-level and doubler passes throughout; later doubling the opponent's 3NT contract:

- East South(You) West North

1S Pass 2NT Pass
Pass Dbl. (Requests a Spade lead and not that of the overcall suit.)

- East South(You) West North 1C 1H 3C Pass
3NT Pass Pass Dbl. (Requests the lead of the
overcall suit since the doubler had no opportunity to support your overcall suit at the 2-level.)

- | | | | | | | | |
|--------------|-------------|--------------------|-------------|----|---|------|------------|
| <u>North</u> | <u>East</u> | <u>South</u> (You) | <u>West</u> | 1S | 1NT | Pass | 3NT |
| Dbl. | Pass | Pass | | | Pass (Partner wants a minor suit. | | |
| | | | | | From your hand it looks as if Partner wants the Diamond | | |
| | | | | | | | suit led.) |

North	East	South(You)	West
1C	Dbl. Pass		2H
Pass	2NT	Pass	3NT
Dbl.	Pass Pass		Pass (Lead a Club, any Club.)

- G. If everybody bid, consider suicide or relocation of your abode. Then lead dummy's first bid suit if it was bid at the 1-level, if dummy's first bid suit was at the 2-level, then lead partner's suit.**

East	South(You)	West	North	
1C	1H	1S	2D	
2NT	Pass	3NT	Dbl.	
Pass	Pass	Pass		Partner wants a Spade Lead)
East	South(You)	West	North	
1H	1S	2C	2D	
2NT	Pass	3NT	Dbl.	
Pass	Pass	Pass		Partner wants a Diamond Lead)

192. The double of a voluntarily bid suit slam, as opposed to a sacrifice, is similar to a double of 3NT; it asks for an unusual lead. If partner thinks the normal lead will defeat the slam, partner simply does not double. The two most common reasons to double a slam are:

A. The presence of a void, particularly after a preempt.

You(South) hold: XX XX XXXXXX QJ10

North East South(You) West

4H	4 S	
Pass	5H	Pass
Dbl.	Pass	Pass

6S
Pass (Partner probably has a Diamond Void. Lead a Diamond.

Those who guessed a Club Queen should re-read this tip.)

B. When a void seems remote, another possibility is that partner has an AK or AQ in dummy's first bid suit. It is important to work out which of either A. or B. is the more likely, if you do not, you most likely will never hear the end of it.

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193. Trying to figure out which suit to lead versus a doubled slam is akin to trying to figure out who the killer is in a movie mystery. In the movies it is the butler; at the bridge table it is usually the last suit you would have thought about leading.

194. The double of a No-Trump slam asks for the lead of dummy's first bid suit. If you desire another lead to set the contract do not double.

195. Cuebids come in all shapes and sizes, denominations and bidding levels. They can:

- a) Show a Control For Slam Purposes
- b) Show a Two-Suited Hand (Michaels)
- c) Show a Strong Raise (Limit Raise or Better)
- d) Create a Force to Game or For One More Round
- e) Ask For a Stopper
- f) Show a Stopper
- g) Create a Long-Suit or Short-Suit Game Try

196. After a Major Suit Agreement at the 3-level or higher, new suits are slam-oriented cuebids showing a control (Ace or void) in the bid suit.

Examples:	Opener	Responder	
	1D	1H	
	3H	"4C"	(A slam-oriented cuebid (a) because there has been a Major suit agreement at the 3-level.)
	1D	1S	
	4S	"5D"	(A slam-oriented cuebid (a) because there has been a Major suit agreement <u>above</u> the 3-level.)
	1S	2 S	
	"3C"		(A Long-Suit Game Try (g).) because is a Major suit agreement <u>below</u> the 3-level.)

197. After a Minor Suit Agreement at the 4-level or higher, new suits are slam-oriented cuebids showing a control (Ace or void) in the bid suit.

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Example:	Opener	Responder	
	1D	4D	
	"4H"		(A slam-oriented cuebid (a) because there has been a Minor suit agreement at the 4-level.)

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198. After a Minor Suit Agreement at the 2- or 3-level, new suits are considered efforts to get to 3NT and are asking for a stopper in the bid cuebid suit.

Example:	Opener	Responder
	1C	1D

3D "3H" (A 3NT attempt (e) asking for and seeking a Stopper in Hearts. It is not a slam-oriented try showing a stopper for is below the 4-level.)

199. **A cuebid in response to a Major suit opening,** guarantees primary support and evidences a limit raise (11-12 HCP's [8-Losers] or more [or fewer]). It is inviting to game in the agreed-upon suit.

AKXX You Hold:

XX KJXX QXX

North East South(You) West 1S 2H ??? (Bid "3H" (c) showing
primary Spade support with at least 11 HCP's or more.)

200. **A cuebid in response to a Minor suit opening, guarantees primary support and evidences a limit raise (11-12 HCP's [8-Losers] or more [or fewer]). It is inviting to game in 3NT.**

You Hold: AXX XX KJX KJ10XX

North East South(You) West 1C 1H ??? (Bid "2H" (c) showing primary
Club support with at least 11 HCP's or more.)

201. **A cuebid followed by a new suit is 100% forcing to game. No, make that 1000 %.**

You Hold: A XX AXXXXX KQXX

North East South West(You)
1H Dbl. 2H "3H"
Pass 3S Pass 4D (The 4D bid preceded by a cuebid is
forcing (d) .)

202. **After you, partner, and one opponent have bid and there has been a Minor suit agreement, a cuebid in the opponent's suit asks partner to bid No Trump with a stopper in the cuebid suit**

You Hold: AJX A10X XX KQ10XX

South(You) West North East 1C 1D 3C Pass
??? (Bid "3D" (e). You would like to
play in 3NT if partner has a Diamond
Stopper. A good partner will have one!)

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203. **If the opponents have bid two suits (as opposed to one suit as in Tip # 202), a cuebid in one of their suits shows a stopper and asks partner to bid NT with the alternate suit stopped.**

You Hold: AXX AX XX AKJXXX

South(You) West North East 1C 1S 2C 2D
??? (Bid "2S" (f). It shows a Spade
stopper, and at the same time asks partner to bid
NT holding a Diamond stopper.)

- 202-203 Revisited and Summarized. **When the opponents have bid one suit, a cuebid asks. When the opponents have bid two suits, a cuebid tells.**

INTERMEDIATE BRIDGE - BIDDING TIPS FOR TOPS LESSON 27 EVALUATING YOUR HAND -

TIPS 204-216

204. **Do not be a slave to point count. There are other, sometimes more important, considerations.**
205. **Downgrade Jacks and Queens in suits bid by your opponents, unless partner makes a natural NT bid. Avoid making any encouraging bids with too much strength in the opponent's suit(s). Partner will almost assuredly think you have too much strength outside and bid too much.**

You hold: KJX QJXX XXX XXX

(a) North East South(You)

(Raise to 2S, your Heart strength could be worth something.)

(b) 1S

2H ??? (Pass, your Heart strength is

1S

2D ???

valueless on offense.)

206. Downgrade honor cards in suits that have been bid to your left.

You hold: KJXXX AQX KJX XX

South(You) West North East 1S
Pass 3D Pass Pass

2H 2 S Pass

???

(Pass quickly! Your hand lost some of its value when West bid 2H. What little was left went down the drain when West then bid 3D.)

207. Downgrade hands that have length in suits bid by the opponents, particularly your left-hand opponent.

You hold: AQXXX AJXXX KX X

South(You) West North East 1S
???

2H 2 S Pass

(Pass. Of what value is your length and strength in Hearts? If West had not bid Hearts your hand would have been worth another bid.)

208. Intermediate spot cards and hands which have all its strength isolated within two long suits are more valuable than without same.

You hold:

(a) K43 A2 J532 J876
(b) K10X A2 J10XX J987

Hand (b) is worth more than (a)

(c) KXXXX QX KJ10X QX Hand (d) is worth more than (c)
(d) AKXXX XX KJ10X XX

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209. When faced with borderline decisions, let the strength of the intermediate cards in the long suit be your determining factor. Reread this one!!!!

You hold: (a) AXXXXX KXX KQ QX
(b) AQJ10XX AKX XXX X

1S

South(You) West North East (With (a) bid a conservative 2S,
Pass 2D Pass with (b) bid an aggressive 3S.) ???

210. Any two honor cards held in one suit are better than if distributed in two different suits.

(a) AKQ
(b) AXX

XXX XXX KQXX Hand (a) is worth more than (b)
KXX KXX KJXX

211. With a 5-5 or 6-5 distribution, bid aggressively if your honor strength is concentrated in your long suits. Be careful if it is not.

You hold: (a) AQ10XXX KQXXX XX — (Hand (a) is infinitely more
(b) QXXXXX QXXXX AK --- powerful than (b)).

212. **When partner shows a two-suited hand, upgrade your honor cards in partner's long suits as well as any Aces in his/her short suits. Alternatively, downgrade secondary honors in partner's short suits.**

You hold: (a) QX QXX AXXXX AXX
(b) XX QX KQXXX KQXX

North	East	South(You)	West	(With (a), your hand is enormous with opener having shown a 6-5 in the Major suits. Slam is likely. With (b), sign off at 3NT, your hand is worth much less than (a).	
1S	Pass	2D	Pass		
2H	Pass	2NT	Pass		
3H	Pass	? ??			

213. **Think in terms of tricks, not points, when holding an independent suit (a suit that can easily play opposite a singleton).**

You hold: KQJXXXX AKX XX X

South(You)	West	North	East	(You have an independent suit. Pass 1NT Pass Count tricks, not points. You have close to nine tricks in your own hand - leap to 4 Spades. Bidding 3S is beneath contempt.)	
1S					
		????			

214. **Be patient when evaluating hands with singletons or voids. If your shortness is partner's length, your hand loses value. If you have support *plus* shortness, your hand increases in value. Patience!!!!** You hold: AXXX X KJXX XXXX

(What is this hand worth? The truth of the matter is that you cannot yet tell until you hear the bidding. If partner bids Spades, your hand is worth 11 points. If partner bids Hearts, you have an 8 point holding.)

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215. **After you, as opener, receive support and you have a known 8-card fit, use the "Rule of Seven" to re-evaluate your hand in order to determine just how much it has improved. { *Add the length of your two longest suits and subtract seven from that total. Additionally, if you have a side singleton, add one extra point; with a side void, add two extra points* }.**

South(You) West North East 1S Pass 2S Pass
????

You hold: (a) AQXXX KQXX AX XX (Hand increases by two points;
subtract 7 from 9, and is now worth 19.
Rebid 4S.)

(b) AQXXX KQXX AJX X (Hand increases by three extra
points; because it has a singleton, as well. It is
now worth
20 points. Rebid 4S.)

(c) AQXXX KQXXX XXX - (Hand increases by five points,
because it has a void as well and is now worth
19 points. Rebid 4S.)

216. **When you are assured of a 9-card trump fit or longer, use the "Rule of Six". Same as the above, but this time *subtract six from your two longest suits* instead.**

South(You) West North East 1S Pass
2S Pass

????

You hold: AQXXXX KX AXXX X (Hand increases by five points;
subtract 6 from 10, add one more for the singleton and
the hand is now worth
21 Points. Rebid 4S.)

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INTERMEDIATE BRIDGE - BIDDING TIPS FOR TOPS LESSON 28 COMPETITIVE AUCTIONS -

TIPS 217-229

217. **When the bid to your right is strong, a jump by you is weak, and when the bid to your right is weak, a jump by you is strong.**

Examples:		East South(You)	
a)	1NT	3D	(1NT is strong, so yours is weak.)
b)	1H	2 S	(1H is strong, so yours is again weak
c)	3H	4 S	(3H is weak, so yours is strong.) 1
North	East	South(You)	
1C	Dbl.	2D	(The double is strong, so yours is weak

218. **Anytime you are in a game-forcing auction and your RHO intervenes, a pass by you is forcing.**

Examples: South(You) West North East 1C Pass 2H 2 S
"Pass" (The 2H bid is game
force and Slam invitational, so your pass is forcing. Maybe partner will have a
better idea of what to do than you, for once.)

219. **Anytime you are in a game-forcing auction and your RHO bids, a double is for penalties.**

You hold: AKXXX KQX X QXXX South(You) West North East
1S 2H 3D 4H
????

Double. Even though a pass by you would have been forcing, (Tip #218), your hand is better suited for defense with strength in the opponents suit and shortness in partner's.)

220. **A raise in competition does not evidence more than a raise made without competition, it simply denies a hopeless hand.**

a) South(You) West North East
 1S Pass 2S Pass

(North does *not* show a stronger hand

b) 1S 2H 2S Pass in b than in a.)

221. **When there is little chance of your getting doubled, bid close games even vulnerable against not. Opponents tend to sacrifice, so you might as well reap the profits.**

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222. **Good players are loathe to make a low level penalty double without trump tricks for fear of doubling you into game. This means you can take liberties in low level competition auctions with a strong trump suit.**

223. **When there is competition to your right which robs you of your anticipated rebid, pass with a minimum. Partner still has a chance to bid again.**

You hold: XX AKXXX XX KQXX

South(You) West North East 1H Pass 1S 2D
 ????

(Pass. If East had not bid you had been prepared to rebid 2C. However, you require extra strength to rebid 3C, a new suit at the 3-level. No need to rebid Hearts, partner already knows about that suit.)

224. **Be aggressive in the early stages of the auction. If you are overly conservative, the**

bidding has a way of getting out of hand. Waiting in the bushes is for poker players and hunters, not for bridge players.

225. After partner opens and the second hand, your RHO, overcalls 1NT, double with 9 HCP's or more, you have the opponents outgunned.

You hold: AJX XX KJXXX XXX

1NT 1H North East South(You) West (Double, Do not bid 2D.)

226. After partner opens and the second hand, your RHO, overcalls 1NT, bidding a new suit, jumping in a new suit, or jumping in partner's suit all show *weak distributional* hands. Your failure to double, as in Tip #225, warns partner that you are bidding on distribution as opposed to strength.

		<u>North</u>	<u>East</u>	South(You)	<u>West</u>	
		1		1N		
		H		T		
You hold:	(a)	X	XX	QJ10XXX	KXX	(Bid 2D, weak, not forcing.)
	(b)	X	XX	KQJ10XXX	XXX	(Bid 3D, weak and pre-emptive)
	(c)	X	J10XX	KXXXXX	XXX	(Bid 3H, weak and pre-emptive)

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227. Become familiar with the distinction between the following two sequences. They are vastly different in strength portrayal.

(a)	South(You)	West	North	East	(Opener shows 13-14 HCP's, denies support for Hearts, and evidences at least one Spade stopper.)
	1D	Pass	1H	1S	
	1NT				
(b)	South(You)	West	North	East	(Opener shows 18-19 HCP's, and a hand too strong to have opened 1NT originally.)
	1D	1S	Pass	Pass	
	1NT				

228. Similarly, examine the following two sequences, they are vastly different. There are 2NT rebids, and then again, there are 2NT rebids.

a)	South(You)	West	North	East	(Partner's response was at the 2-level in a <i>higher</i> ranking suit. Your 2NT rebid shows a minimum 12-14HCP range.)
	1H	2C	2S	Pass	
	2NT				
(b)	<u>South(You)</u>	<u>West</u>	<u>North</u>	<u>East</u>	(Here opener voluntarily bid

1H 1S 2H 1D 2NT after partner's 1-level
 response. Opener 2NT could have passed. This 2NT bid, therefore, shows 18-19 HCP just as if East
 had passed.)

229. A delayed double by a second hand when responder is *unlimited* and the opponents have not found a fit, is for penalties. A delayed double after the opponents have found a fit, is for takeout, not penalties.

hold:		X AK10XX	KJX	A10XX	
a)	East	South(You)	West	North	(Penalties, Responder is unlimited and the opponents have not found a fit.)
	1H	Pass	1S	Pass	
	2H	Dbl.			
	East	South(You)	West	North	(Penalties, Responder is unlimited and the opponents have not found a fit.)
	1H	Pass Dbl.	1S	Pass	
	1NT				
	East	South(You)	West	North	
	1	Pass	1	Pass	(Take-out - Responder is unlimited, and the opponents <u>have</u> found a fit. Doubler is showing opening values.)
	H	Dbl.	S		
	2				
	S				

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INTERMEDIATE BRIDGE - BIDDING TIPS FOR TOPS LESSON 29

WHEN AN OPENING BID IS PASSED AROUND TO YOU - TIPS 230-237

230. In the protective, "balancing", seat, one is allowed to overcall with two points less than the direct seat; i.e., simple overcalls can be made with as few as 7 HCP's, and can even be made with a 4-card suit. Go for it !!!

Example

			1	Pass	Pass	
			D			
<u>West North East</u>	South(You)					
You hold: a) QXX AJXXX XX XXX (Bid 1H) (Note: both of these hands b) QJXX X XXXX AXXX (Bid 1S) would not qualify for an overcall in North's seat.)						

231. In the protective, "balancing" seat, one is allowed to reopen the bidding with a balancing NT with as few as 10-14 HCP's.

You hold: a) AXX QJX QXXX AXX (Bid 1NT)
b) KXXX XXX AX KXXX (Bid 1NT)

Example	West	North	East	South(You)
	1H	Pass	Pass	???

233. **There is no such animal as the “unusual” NT in the balancing seat (see exception).** With a balanced hand and 15-18 HCP's, double and then bid NT, with 19-20 HCP's bid 2NT immediately, and with 21-22 HCP's double and then *jump* in NT.

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You hold:

- a) KJX AXX AJX KJXX (Double, and then Bid 2NT.)
- b) AKX KX AQXX AXXX (Bid 2NT.)
- c) AKX KXX AQXX AOXX (Double, then *jump* in NT.)

Exception: A jump to 2NT by a *passed hand* in the balancing seat is unusual and shows a two-suiter in the two lower ranking unbid suits.

Examples:

You hold: X XX AJXXX KQXXX (Bid "2NT", Is unusual for South had previously passed and shows Clubs and Diamonds.)

West North East South(You) b)
Pass
1D Pass Pass ???? ?

You hold: XX AXXXX X KJXXX (Bid "2NT" Is unusual for the two lower unbid suits.)

234. **Reopening with a cuebid (“Michaels”) shows a 2-suited hand. Over 1C or 1D it shows the Majors; over 1H or 1S, it shows the other Major plus an unspecified Minor. (Partner bids 2NT to discover which Minor if the alternate Major is unacceptable.)**

The distribution is 5-5 or longer, and the range is 7-11 HCP's. With stronger hands, bid both suits, the higher-ranking first.)

Examples: a)

West	North	East	South(You)
1C	Pass	Pass	"2C"(Majors)

b)

West	North	East	South(You)
1H	Pass	Pass	"2H"(Spades plus a Minor)

235. When a 1C opening bid is passed around to you in forth position, check your Club length. If you have Club length, chances are partner is weak, opener probably has a balanced hand with 18-19 HCP's and is longing to get back into the auction. Best to pass. If you have Club shortness, partner may yet have a good hand, possibly with Clubs. Best to reopen with a double.

Example

West	North	East	South(You)
1C	Pass	Pass	???

You hold: a) QX XXX KJXX AJXX (Pass. Given your Club length, partner is probably short in Clubs and must be quite weak not to be able to make a peep at the one level.)
b) QXX AXXX KJXX XX (Double. Your Club shortness indicates partner may yet have a good hand.)

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236. When a Minor suit opening bid is passed to you, be careful about reopening with a singleton in either Major suit, particularly Spades. The next thing you know, the opponents will find their fit.

<u>West</u>	<u>North</u>	Example	<u>East</u>	<u>South(You)</u>
Pass			Pass	

XoAJKXlJfXX XXXX

(Where are your Spades? I'll let you in on a big secret; partner doesn't have them. Pass !!!)

1D

237. And solid suit in the

now, the best for last: The jump cuebid. The jump cuebid shows a (Usually a Minor) and asks partner to bid No Trump with a stopper opponent's suit.

Example

<u>West</u>	<u>North</u>	<u>East</u>	<u>South(You)</u>
Pass			

Pass

You hold:

a) XX KX AKQXXXX AX (Bid "3S". A good partner will have a Spade stopper. If not, you will play in 4D.)
b) KX XX AX AKQXXXXX (Bid 3NT. No this is not a

1S

misprint. You are GAMBLING.
 Sometimes you have to. Anyway, it's fun
 ... when it works! If they run the Hearts,
 blame me, you will anyway !!!)

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INTERMEDIATE BRIDGE - BIDDING TIPS FOR TOPS LESSON 30

WHEN THE OPPONENTS DROP THE BIDDING AT THE 2-LEVEL - TIPS 238-244

238. When the opponents give up the ship at the 2-level, you and your partner usually have as many HCP's as do they, at worst it will be 22-18. **THOU SHALT NOT LET THE OPPONENTS PALY AT THE 2-LEVEL WHEN THEY HAVE A FIT AND YOU HAVE SHORTNESS IN THEIR SUIT.**

239. Fact: If the opponents have an 8-card fit, your side also has an 8-card fit (or longer) about 85% on the time. If the opponents have a 9-card fit (or longer), your side will have at least an 8-card fit 100% of the time. Bridge is a game of fits and misfits. You can take this statement as you see "fit".

240. If the opponents have a known 8-card fit and you have a singleton in their suit, double with as little as 8 HCP's; with a doubleton in their suit, reopen with 10+ HCP's.

<u>Example</u>	<u>West North(You)</u>	<u>East South</u>
	1H Pass	2H Pass
	Pass ????	

You hold: a) KQXX X QJXX XXXX (Double. Go for it !!!)

241. A *reopening* bid in a suit should be considered an attempt to push the opponents to a higher level. With a good hand, you would have bid earlier.

<u>Example</u>	<u>West North(You)</u>	<u>East South</u>
	1H Pass	2H Pass
	Pass ???	

You hold: AXXXX XX KXX XXX (Bid 2S. They have an 8-card fit and you have a 5-card Major. Don't sell out. A good partner will realize that you were not strong enough to have bid in the first place with a 1S overcall. Hopefully your partner will not punish you for pushing the opponents and will not compete further.)

- 242. The real risk in reopening the bidding with a light hand is your partner. He/she invariably has 10-13 HCP's and thinks he/she must tell you about it. He/she forgets that your bid has already taken into account the likelihood that you have these very same points and that you are already counting on you for these. You are effectively bidding your partner's presumed points. These partners must be trained not to bid further.**

- 243. A Reopening bid of 2NT after the opponents have found a Major suit fit is a Minor suit takeout (Unusual).**

<u>Example West North(You)</u>	<u>East</u>	<u>South</u>
1H Pass	2H	Pass Pass ???
You hold: X XXX KJXX AJXXX	(Bid	"2NT". Do not sell out !!)

- [illegible]

Example	West North(You)	East South(Partner)
	1H	Pass
	Pass	2 S
Partner holds: a) AXX XX KJXX QJXX		3H
b) AXXX XXX KXX AXX (????
c) AXXX X KQXXX XXX		
(Partner must be trained to pass.)		(Partner should compete to the 3 Spade level. He/she has four pieces which when coupled with your five pieces totals nine, and he/she has 12 support points.)

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INTERMEDIATE BRIDGE - BIDDING TIPS FOR TOPS

LESSON 31

REDOUBLES - TIPS 245-248

245. When a 1-level takeout double made by your left-hand opponent over your opening suit bid has been *converted to penalties* by a pass from doubler's partner, a "redouble" by you is a cry for help.

South(You)	West North East		
1D	Dbl.	Pass	Pass
????			

(East's pass has proclaimed strong You hold: AQX AKX XXXX XXX Diamonds. Unless you are a masochist of the first order, redouble for rescue.)

246. This same principal also applies to overcalls that have been doubled for takeout and then left in for penalties.

West North East	South(You)		
1H	1S	Pass	Pass
Dbl.	Pass	Pass	????

You hold: — XXX QXXXX JXXXX (A 1S doubled contract does not look viable. Redouble to ask partner to bid either of the

two unbid suits. Partner will
bless you forever.)

247. A pass at the 1-level after your RHO redoubles, is non-committal.

<u>West</u>	<u>Nort</u>	<u>East</u>	<u>South(You)</u>
1H	<u>h</u>	ReDbl	Pass (In this, the most common redouble
	Dbl.	.	sequences, a pass by doubler's partner
			is non-committal. It tells partner to
			bail himself/herself out. It says
			nothing about Hearts and does not
			imply an interest in penalties.)

248. After you open the bidding and your LHO doubles and partner redoubles showing 10+ HCP's, any subsequent double by either you or your partner is a penalty double even at the 1-level.

	<u>South(You)</u>	<u>Wes</u>	<u>North</u>	<u>East</u>
	1D Pass	<u>t</u>	ReDbl	Pass
	????	Dbl	.	Pass

You hold: AXX QJXX AKXXX X

1H (Double. After a redouble by partner, tend to double any run-out with four cards in their suit. Obviously, relative vulnerabilities is an important consideration.)

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INTERMEDIATE BRIDGE - BIDDING TIPS FOR TOPS LESSON 32

WHEN PARTNER OPENS AND SECOND HAND DOUBLES - TIPS 249-253

249. Any new suit either at the 1-level or the 2-level is limited and is not forcing. If you as responder had had 10+ HCP's you would have redoubled.

<u>North</u>	<u>East</u>	<u>South(You)</u>	<u>West</u>
1C		Dbl.	

You hold: a) X AJXXX KXXX XXX (Bid 1H. It shows a 5-card suit with limited points 5-9 HCP's, and is not forcing.)

b) AJX AJXXX XXX XXX (Redouble. The opponents are in trouble, your side has the dominant point count.)

<u>North</u>	<u>East</u>	<u>South(You)</u>	<u>West</u>
1H		Dbl.	

You hold: c) XX XX AQJXXX JXX (Bid 2 Diamonds, not forcing.)
d) XXX X KQJXXX AQX (Redouble and then bid Diamonds.)

250. A jump bid is pre-emptive.

North East South(You) West 1DDbl.
???

You hold: X KJXXXX XXX XXX

(Bid 2H to show a reasonable 6-card suit with 3-6 HCP's. With stronger hands 7-9 you could have bid 1H. With stronger yet, you would have redoubled.)

251. With support for partner's Major suit opening, raise to the 2-level with 3-6 HCP's (Pre-emptive). Pass and then come back into the bidding later supporting partner with 7-9 HCP's, and redouble with 10+ HCP's.

North East South(You)
Dbl.

1S

West

You hold:

a) QXX XX JXXX JXXX
b) AXX XX KJXX XXXX

(Bid 2S.)
(Pass, and then bid Spades at your next opportunity {jumping in Spades if partner bids in front of you.}). (Redouble and then bid a minimum number of Spades.)

c) AXX XX KQXX QXXX

If you utilize the above tip, you will be involved in sequences like this with b) above:

North East South(You)
1S Dbl. Pass
Pass Pass 2S

West
2C

(This sequence shows a stronger hand than a direct raise to 2S but one not quite strong enough to redouble.)

North East South(You)
1S Dbl. Pass
2H Pass 3S

West
2C

(Bid 3S. Partner has bid in front of you so you must jump in order to show 7-9 HCP's.)

252. With support for partner, therefore, you have multiple ways to raise partner depending upon the strength of your hand and its distributional pattern.

North	East	South(You)	West
1S	Dbl.	???	
hold: a)	QJX XXX	KXX	XXX (Bid 2 S, weak.)
b)	QJXXXX XX XXX	QXX	(Bid 4S, pre-emptive with 5 or more pieces.)
c)	QJXXX X	KXX	XXX (Bid 3S - pre-emptive)
d)	KXX XX	KXX	KXX (Pass and then support partner later evidencing 7-9 HCP's.)
e)	AXXX X	AXX	QXX (Double and then bid Spades showing

support with 10-12 HCP's.)
 f) AXXX X AXXX AXXX (Double and then bid 4S showing opening count.)

253. A redouble not only shows 10+ HCP's but also promises another bid if partner passes. Opener usually does pass in order to give the redoubler an opportunity to double for penalties.

	North	East	South(You)	West
	1H	Dbl	Redbl.	2D
	Pass	Pass	???	
You hold:	a) AXXX	XX	AKXXX XXX	(Double for penalties.
	b) AXX	AX	AXXX XXXX	(Bid 2NT, invitational
	c) KXX	KX	KXXX AQXX	(Bid 3NT.)

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INTERMEDIATE BRIDGE - BIDDING TIPS FOR TOPS LESSON 33 TWO-SUITED OVERCALLS - TIPS

254-257

254. After a 1C or a 1D opening bid by the opposition, holding a 5-5 or longer distributional Major 2-suited hand, use Michael's cuebid if very weak (4-10 HCP's), bid the higher-ranking and then the lower ranking if intermediate (11-15 HCP's), and use Michael's cuebid and then cuebid a second time with a strong hand (16+ HCP's).

East South(You) West North 1D ????

You hold: a) XXXXX AXXXX QX X

b) AXXXX KQXXX AX
 X
 c) AQXXX KQJXX X
 AQ (Bid "2D" for the Majors,
 then pass whichever Major suit
 partner chooses.)
 (Bid 1S and rebid 2H.)
 (Bid "2D" for the Majors, then
 cuebid "3D" once again
 subsequent to partner's
 choice.)

255. After a 1H or a 1S opening bid by the opposition, holding a 5-5 or longer

distributional hand with the other Major and an unspecified Minor, do as in Tip # 254, utilizing "2H" or "2S" as the cuebid of choice when applicable.

East South(You) West North 1H
 ????

his/her best Minor.)

You hold: a) XXXXX QX X AXXXX
 b) AXXXX AX X KQXXX
 c) AQXXX X KQJXX AQ
 (Bid "2H" showing both
 Spades and an unspecified
 Minor. Partner will either bid

Spades or else "2NT" showing a
 preference for either Minor {your
 choice} over Spades.)
 (Bid 1S and then rebid Clubs.)
 (Bid "2H" showing Spades and an
 unspecified Minor. Over partner's 2S or
 "2NT" cuebid Hearts once again.)

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 1 -

256. **After a 1H or a 1S opening bid by the opposition, holding a 5-5 or longer distributional hand with both Minors, do as in Tip # 254, utilizing "2NT" as the cuebid of choice when applicable.**

East South(You) West North 1H ????

You hold: a) QX X XXXXX AXXXX

b) AX X KQXXX AXXXX
 c) AQ X AQXXX KQJXX

(Bid "2NT" showing both Minor suits.
 Pass whichever Minor suit partner
 elects.)
 (Bid 2D and then rebid Clubs.) (Bid
 "2NT" showing both Minors. Over
 partner's choice, cuebid Hearts.)

257. **After a two-suited cuebid, the bidding may follow in such a way that partner does not respond, relieved of the responsibility as a result of his/her RHO bidding. When the bidding returns to you, pass in all circumstances except with the very strong hand in which case you should re-establish the request for a choice of the two suits previously demonstrated by way of a re-opening double.**

East South(You) West North 1H "2NT"
 3H Pass

Pass ????

You hold: a) QX X XXXXX AXXXX
 b) AX X KQXXX AXXXX
 c) AQ X AQXXX KQJXX

(Pass.)

(Pass.)

(Double (takeout) for a further request for
 partner to bid

INTERMEDIATE BRIDGE - BIDDING TIPS FOR TOPS LESSON 34 THE WEAK TWO BID - TIPS

258-262

258. Think of a weak 2-bid as an opening 3-level bid at one level lower holding one less card in the pre-empt suit.

You Hold: a) XX AQXXXXX QXX X (Open 3H)
b) XX AQXXXXX QXX X (Open 2H)

259. Weak Two-Bids in the *Third Seat*, partner having previously passed, can be done with strong 5-card suits. Partner, being a passed hand, must be trained not to tamper with third seat opening weak two-bids.

You Hold: XX KQ10X KXX XXX (Open 2H and join the world of crooks!)

260. Fourth seat Weak Two-Bids, as are all fourth seat preempts, show super maximums; i.e., a hand just short of opening values (10-12 HCP's)

You Hold: AKXXXXX XX KJX JX (Open 2S in Fourth seat)

261. Do *not* open a Weak two-bid with a side 5-card suit. (1) You may miss a better fit in your second suit, and (2) Partner will never be capable of assessing the real trick taking capacity of your hand.

You Hold: X AXXXXXX KXXXXX X (Pass; do not open this hand pre-emptively)

262. In a competitive auction, the Weak Two-bidder is never the one to take the sacrifice. If a sacrifice is to be taken, partner is the one so designated.

You Hold: X KQJXXX QXXX XX

South (You)	West	North	East
2H	2S	4H	4S
????			

(Pass, Partner knows more about your hand than you know about his/hers. If a sacrifice is appropriate, partner will do so.)

INTERMEDIATE BRIDGE - BIDDING TIPS FOR TOPS LESSON 35

WHEN RESPONDING TO A WEAK TWO BID - TIPS 263-266

his/her best Minor.)

263. **Lacking support for partner' Weak Two-Bid, you should have at least 15+ HCP's or more in order to justify a try for game.**

You Hold: a) X AKXXX KQXX JXX
b) X AQJXXX AKX JXX

South	West North (You)	East
2S	Pass	???

With: a) Pass, You don't have quite enough.
b) Bid 3H - (New Suit) Forcing!

264. **A leap to 3NT ends the auction. Partner is *not* allowed to bid again!**

You Hold: ---- KXX AKQJXXX KJX

South	West North (You)	East
2S	Pass	???

Bid 3NT which ends the auction!

265. **Any raise by partner is preemptive, and opener is not allowed to bid again or to even think about bidding again!!!!**

You Hold: QXX XX KQXX JXXX

South	West	North (You)	East
2S	Pass	???	

Bid 3S, Make Life miserable for the opponents.

266. **A Double raise in partner's Weak Two opening bid is a two-edged sword. It can be either pre-emptive, furthering partner's preempt, else it can show a powerful hand with game values.**

You Hold: a) X KXXX KXXXX XXX
 b) AQXX XX AK AXXXX

South	West	North (You)	East
2H	Pass	???	

Bid 4 Hearts with either hand. Let the opponents worry about which of the two possibilities you have.

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INTERMEDIATE BRIDGE - BIDDING TIPS FOR TOPS LESSON 36 MISCELLANEOUS TIPS - TIPS

267-270

267. **If you would have overcalled an opening one bid with 1NT; i.e., 15-17 HCP's and a stopper in Opener's suit, then overcall 2NT if they open a weak Two Bid.**

You Hold: AQX KJX QJX A10XX

South	West (You)
2H	????

Bid 2NT

268. **When the opponents open a weak 2-Bid and you have points and five or more in their suit, pass hoping that partner will find a Take-out double which you can then pass concerting the Take-out to penalties.**

You Hold: AX KQXXX AX JXXX

South	West (You)
2H	????

Pass - Patience, Patience.

269. **With nine winners in your own hand, plus an independent Major suit, bid game. A good partner will come forth with the remaining needed trick.**

You Hold: AKQJXX KQJ A10X X

East South (You) West North

1D	Double	Pass	2H
2C	????		

Bid 4S - Do ***not*** invite with 3S.

270. A 4-4 trump fit *usually* plays at least one trick better than a 5-3 Trump fit.

West (You)	East (Partner)
AQJ4	K876
AQ1054	KJ9
A2	543
A2	543

Note: In a contract of 6S, all you require is a 3-2 trump division allowing you to discard two of Dummy's Diamonds (or Clubs) on your Hearts, eventually ruffing a Diamond (or Club). In a contract of 6H, however, you cannot help but still lose one Club and one Diamond, going down one trick.